Britain's best selling computer magazine FEB 88
Still only £1
S$4.60 Dm5.50 285pta HFL 5.50.

COMPUTER +VIDEO GAMES

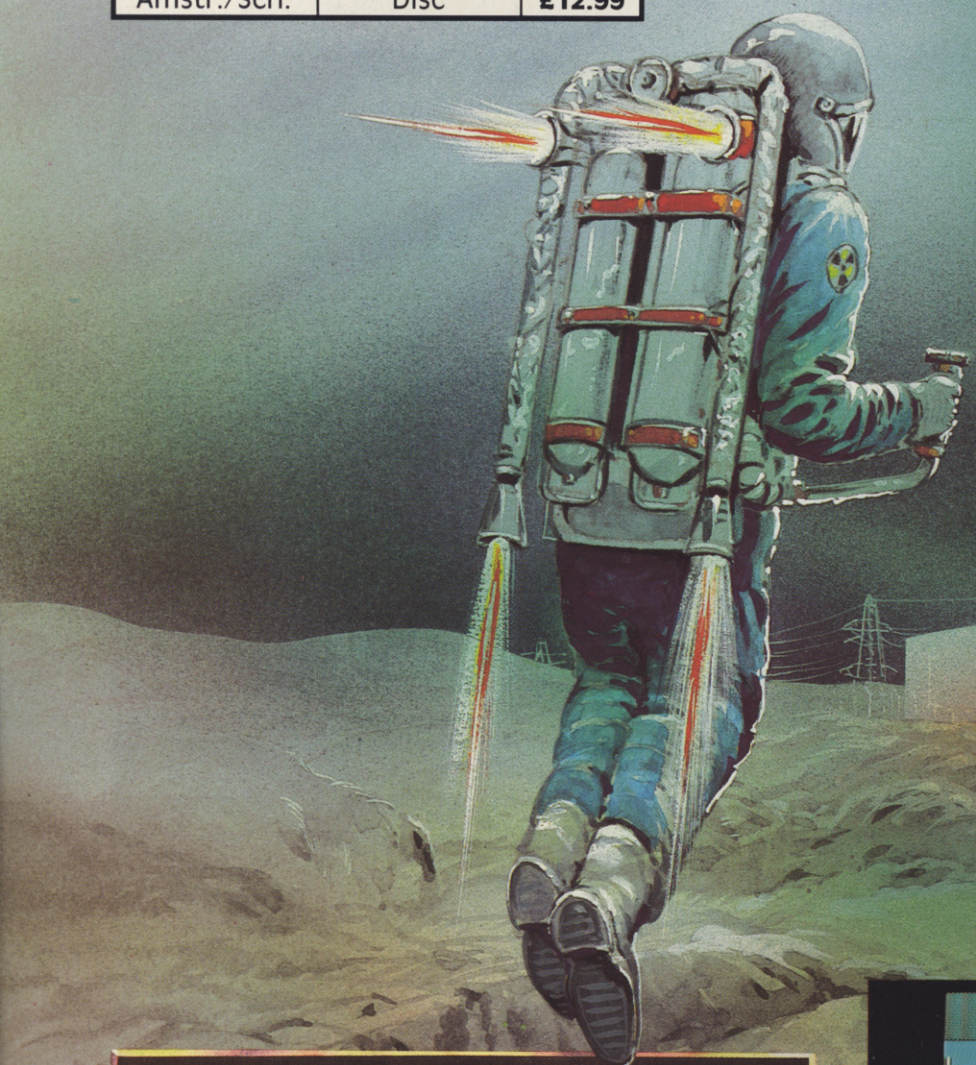
RASTAN ROARS IN

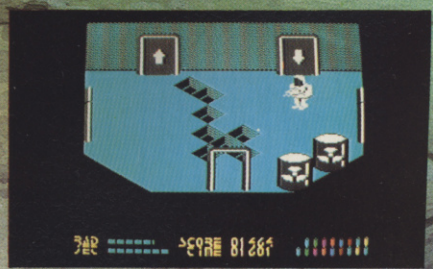
POWER UP WITH HE-MAN/ST/AMIGA REVIEWS
WIN SUBMARINE TRIP/FREE JUDGE DEATH POSTER
MEET SHUK AND DOODE/FANTASY ROLE PLAYING EXTRA
WIN PRISONER VIDEOS/LONE WOLF/MEAN MACHINES SPECIAL

CHA
REAC

Release Date 25th January 1988

System	Format	Price
Spectrum	48/128K Cass.	**£6.99**
Spectrum	+3 Disc	**£12.99**
Commodore	64/128K Cass.	**£6.99**
Commodore	64/128K Disc	**£9.99**
Amstr./Sch.	Cassette	**£6.99**
Amstr./Sch.	Disc	**£12.99**



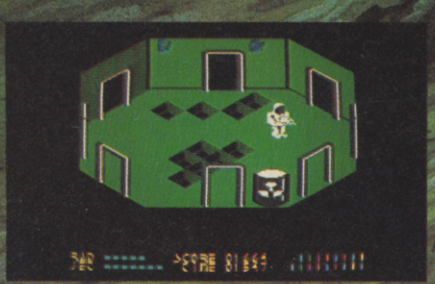


DURELL

Eastern Avenue, Lichfield, Staffs WS13 6RX

AIN
TION

The Anti-Nuclear Party have reprogrammed power station robo-equipment to empty the containment vault and attack all human staff. They have scattered eighteen canisters of highly dangerous radioactive fuel-rods throughout the seven-storey building. You have 30 minutes, an armour-piercing machine-gun and a personal jet-pack. You have the latest anti-radiation suit. The building has decontamination showers that may help you; but you will be fighting against time, intense radiation, robo-weapons, and all of this in a hostile environment with dangerously open floors, and the ever-present threat of falling down the vault.



Contents

Features

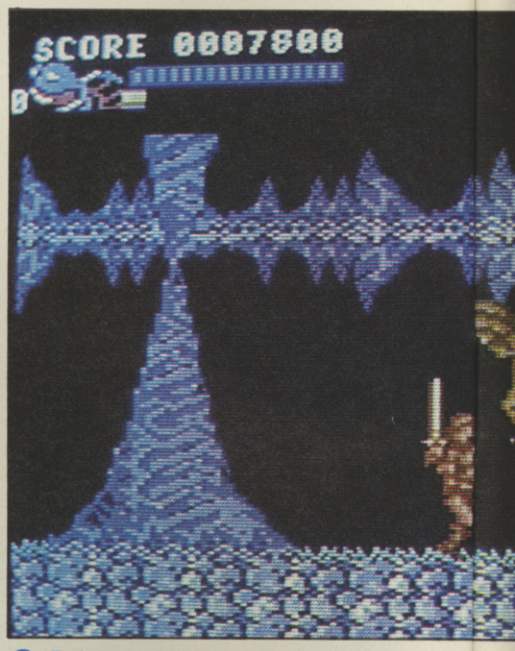
58 MASTERS OF THE UNIVERSE
61 GOLDEN JOYSTICKS BALLOT
62 WHICH JOYSTICK?
69 RED OCTOBER COMP
70 LONE WOLF
74 JUDGE DEATH POSTER
77 BIG SCREEN
81 NEXT MONTH
82 TARTAN TERROR
89 PIRATE GOLD COMPETITION
90 PRISONER COMPETITION
93 SHUK & DOODE
101 THE FIEND
102 ADVENTURE HELPLINE
104 JINXTER REVIEW
107 ADVENTURE REVIEWS
111 IDEAS CENTRAL
114 COMIX
115 FANTASY ROLE PLAYING
119 PLAY BY MAIL
122 ARCADE ACTION
126 MEAN MACHINES
130 STREET SCENE
134 MAILBAG
138 HOT GOSSIP

News & Reviews

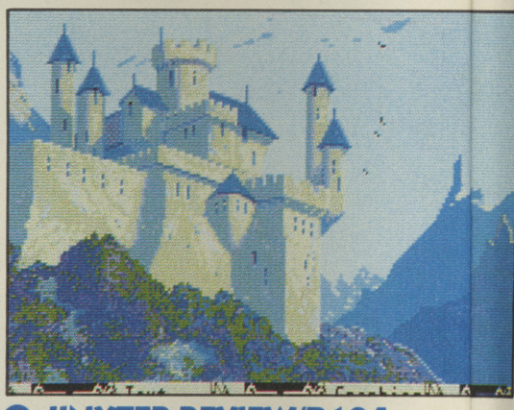
8 NEWS
16 HOT REVIEWS INCLUDE RASTAN GRYZOR (HIT), COMBAT SCHOOL (HIT), OUT RUN, GARRISON, KING OF CHICAGO AND GARFIELD.

C+VG team

EDITOR **Eugene Lacey** DEPUTY EDITOR **Paul Boughton** EDITORIAL ASSISTANT **Lesley Walker** SUB-EDITOR **Seamus St John** ART EDITOR **Craig Kennedy** DESIGNER **Andrea Walker** ADVENTURE WRITERS **Keith Campbell Steve Donoghue Matthew Woodley** AMERICAN CORRESPONDENT **Marshal M. Rosdenthal** ARCADES **Clare Edgeley** SOFTWARE CONSULTANT **Tony Takoushi** PUBLICITY **Clive Pembridge** ADVERTISEMENT MANAGER **Garry Williams** SENIOR ADVERTISEMENT EXECUTIVE **Katherine Lee** AD PRODUCTION **Lora Clark** PUBLISHER **Terry Pratt** COVER **Ocean Software** EDITORIAL AND ADVERTISEMENT OFFICES **Priory Court, 30-32 Farringdon Lane, London, EC1R 3AD Tel: 01-251 6222. July-December 106,571**



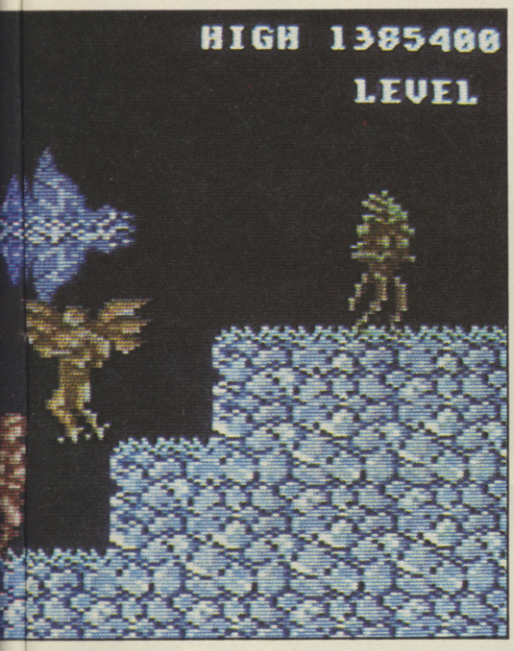
● RASTAN REVIEWS/P16

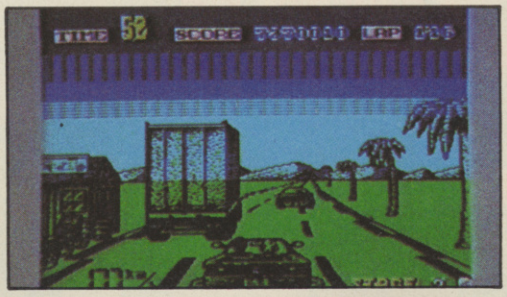


● JINXTER REVIEW/P104

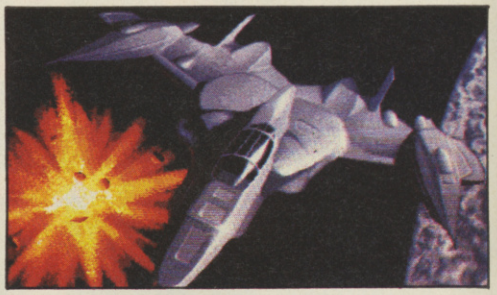
● PRISONER COMP/P90

● COSMIC CAUSEWAY/P54



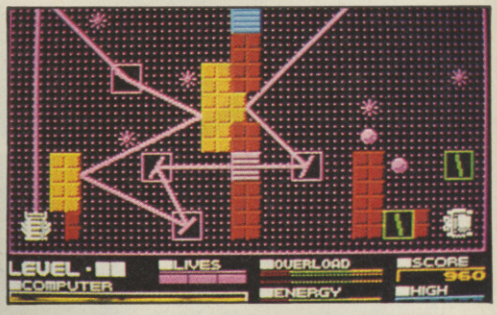


● OUT RUN/REVIEWS/P25



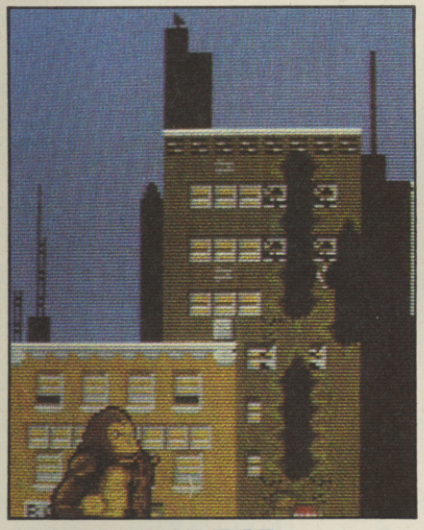
● INSANITY FLIGHT/P52

● TANGLEWOOD/REVIEWS/P52



● DEFLECTOR/REVIEWS/P32

● RED OCTOBER/P69

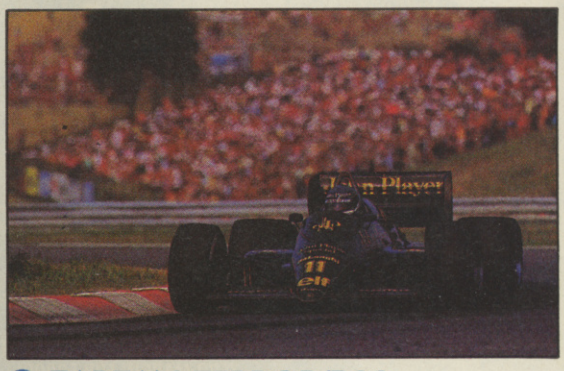


● RAMPAGE/P45

Inside Story

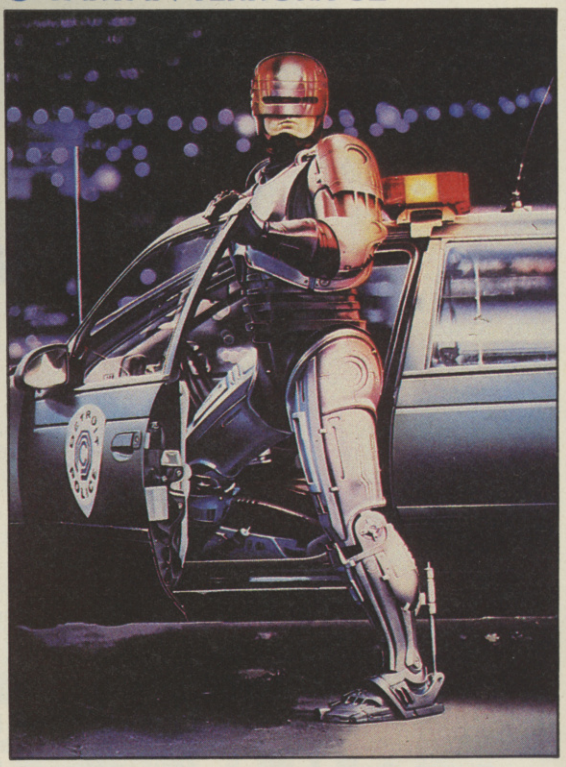
Grasp this hand that I am holding out to you, give it a good shake and become personally acquainted with the new Ed. My name is Eugene Lacey and some of you may already be familiar with my handle as I used to Edit Commodore User and, before that in the dim and distant pasts hacked it as a Staff Writer on C+VG. That's the formalities over with now for this issues goodies. let the fanfares sound for the first instalment of our gripping new cartoon series – Shuk and Doode. It tells a tale of two totally weird characters with a mission in the UK.

Next up – the more observant of you may have noticed our Arcade Action supplement – taped to the front page. Inside this bumper batch of coin-op info is the chance to win the superb new Aaargh! machine from Arcadia. Your favourite regular features have got a new year sparkle to them with first reviews of Rastan for the 64 and stacks of 16 bit games t'boot. What are you waiting for? Get stuck in.



● TARTAN TERROR/P82

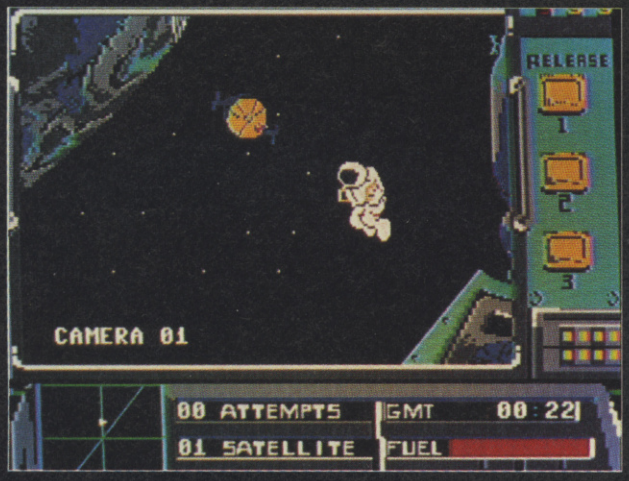
● GARFIELD/REVIEWS/P36



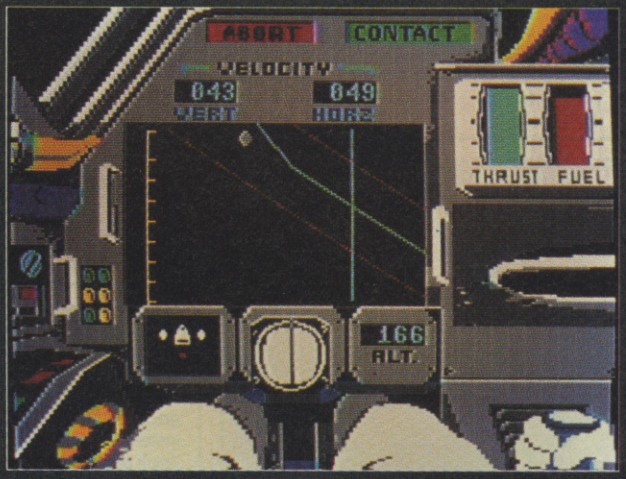
● ROBO COP/BIG SCREEN/P77

APOLLO 18 TEST DRIV

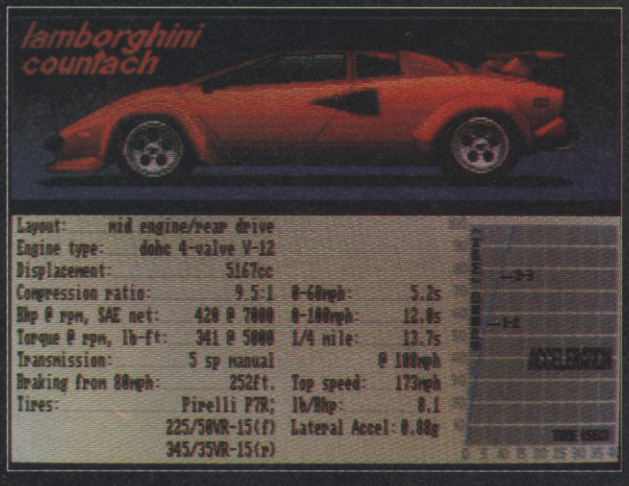
FIRST..... TRY TO DECIDE WHETHER APOLLO 18 IS BETTER THAN TEST DRIVE. BET YOU CAN'T. THEY BOTH HAVE GREAT ACTION



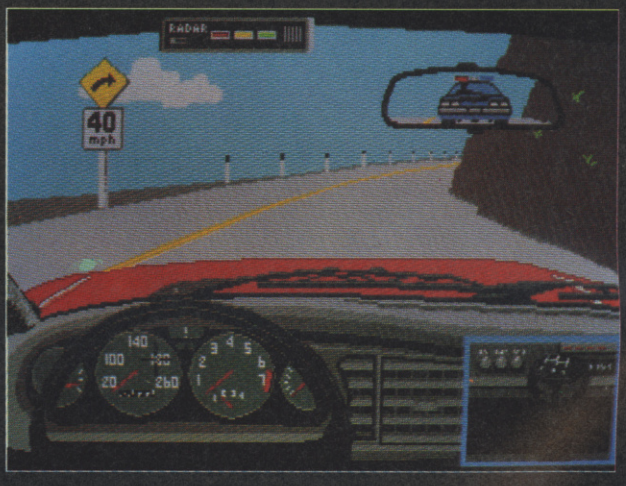
SPACEWALK TO A CRIPPLED SURVEILLANCE SATELLITE. ZERO GRAVITY AND ZERO MARGIN FOR ERROR!



ARE THEY CRATERS OR BOULDERS BELOW? YOU NEED TO BE COOL TO TAKE MANUAL CONTROL OF THE APOLLO LANDER DURING DESCENT.



THE DETAILED SPEC CHART FOR THE LAMBORGHINI COUNTACH. 173 MPH AND 0-60 IN JUST 5.2 SECONDS!



DRIVE SET ROUTES WITHIN GIVEN TIME LIMITS. LOOK OUT FOR SLOW TRUCKS, OTHER TRAFFIC, MEN AT WORK AND BE CAREFUL TO USE YOUR RADAR DETECTOR TO LOCATE SPEED TRAPS.

THEN..... GO OUT AND BUY THEM BOTH. BET YOU WILL. BECAUSE THEY'RE THE BEST AROUND.

VS

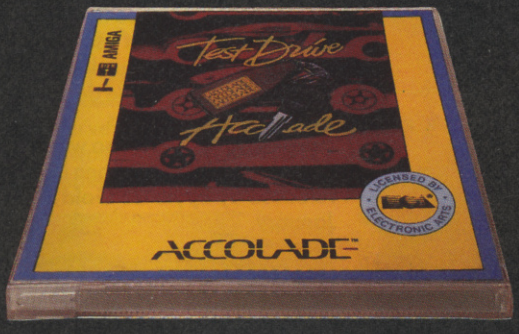
VE

THAN TEST DRIVE. AND FANTASTIC SCREENS.

APOLLO 18

Apollo 18 - a brilliant simulation of an actual Apollo moon flight. From lift off to splashdown. Take 'one small step for man, one giant leap for mankind'.

TEST DRIVE



Lamborghini, Ferrari, Porsche, Lotus and the Corvette. Test Drive five of the world's most exotic cars. Sound, animation and handling like the real thing.

Electronic Arts – available from good software stockists! Where you'll see this sign.

ELECTRONIC ARTS™
AUTHORISED DEALER

AVON
Avon Computer Exchange Ltd North Street, Bedminster, Bristol, Avon. 0272 666341.
K & K Weston Super Mare 32 Alfred Street, Weston Super Mare, Avon. 0934 419324.

BEDFORDSHIRE
Hobyte Ltd Unit 1G, The Arndale Centre, Luton, Beds. 0582 457195.
Software Plus The Boulevards, Howard Centre, Bedford. 0234 66598.

BUCKS
ABC Holdings 2nd Floor, 53 Cambridge Street, Aylesbury. 0800 585120.
Softshop Ltd 55 St Peter's Court, Chalfont St Peter, Bucks. 0753 889010.

CAMBRIDGESHIRE
Cambridge Computer Store 4 Emmanual Street, Cambridge 0223 358264.

CHESHIRE
Micro Shop 21 St Werburgh Street, Chester, Cheshire. 0244 311255.

CLEVELAND
Chips Computer Shop 151/153 Linthorpe Road, Middlesborough, Cleveland. 0642 219139
Multicoloured Micro Shop, Dundas Street, Redcar, Cleveland. 0642 481660.
Top Soft 3 Hambletonian Court, Stockton, Cleveland. 0642 670503.

DERBYSHIRE
Gordon Harwood Computers 69/71 High Street, Alfreton, Derby. 0773 836781.

ESSEX
Estuary Personal Computers Victoria Circus Shopping Centre, Southend on Sea. 0702 614131.
Lan Computer Systems 1063 High Road, Chadwell Heath, Romford, Essex. 01-599 0961.
Software Plus 28/31 Moulsham Street, Chelmsford, Essex. 0245 491746.
Software Plus 336 Chartwell Square, Victoria Circus, Southend. 0702 610784.
Software Plus Liberty Shopping Hall, East Square, Basildon, Essex. 0268 27922.
Software Plus 15 Kingsway, Colchester. 0206 760977.
Software Supersavers 72 North Street, Romford, Essex. 0708 765271.

GREATER MANCHESTER
VU Data 221A Old Street, Ashton Under Lyne, Greater Manchester. 061-339 0326.

HAMPSHIRE
Esdevium Games 185 Victoria Road, Aldershot, Hants. 0252 311443.
GB Microland 7 Queens Parade, London Road, Waterlooville, Hants. 0705 259911.
Software Plus The Boulevard, Wellington Centre, Aldershot, Hants. 0252 29862.

HERTFORDSHIRE
Hobbyte 10 Market Place, St Albans. 0727 41396.
RSC 75 Queens Road, Watford, Herts. 0923 24330l.
Software Plus Unit 92/94, In-Shops, The Maltings, St Albans. 0727 64347.
Y2 Computing 111 St Albans Road, Watford, Herts. 0923 50161.

KENT
Silica Shop 1/4 The Mews, Hatherley Road, Sidcup, Kent. 01-302 8811.
Software Plus 35 High Street, Gravesend, Kent. 0474 333162
Software Plus 49 High Street, Gillingham, Kent. 0634 579634.

LANCASHIRE
Castle Computers 5 Frances Passage, Lancaster. 0524 61133.
PV Tubes 104 Abbey Street, Accrington, Lancs. 0254 36521.
Sound 'N' Vision 11 Silk Street, Leigh, Lancs. 0942 673689.

LEICESTERSHIRE
ABC 135 St Leonard's Road, Leicester. 0533 700190.
Cavendish Commodore Centre 66 London Road, Leicester. 0533 550993.

LINCOLNSHIRE
Oaktree Consolidated Guildhall Street, Grantham, Lincs. 0476 76994.

LONDON
Adamsworld of Software 779 High Road, North Finchley, London N12. 01-446 7170.
G & B Computer Electronics 13 Tottenham Court Road, London W1. 01580 3702.
G&B Electronics 230 Tottenham Court Road, London W1. 01-636 6500.
Gallery Software 140 Arndale Centre, Wandsworth, London SW18. 01-870 4941.
Goel Computer Services, 45 Boston Road, Hanwell, London W7. 01-579 6133.
Gultronics 223 Tottenham Court Road, London W1. 01-637 1619.
Micro Anvika 220A Tottenham Court Road, London W1. 01-636 2547.
Micro Anvika 251 Tottenham Court Road, London W1. 01-255 1966.
Silica Shop Lyon House (First Floor), 227 Tottenham Court Road, London W1. 01-580 4839.
Silica Shop Selfridges (1st Floor), Oxford Street, London W1. 01-629 1234 Ext 3194.
Shekhana Computer Services 221 Tottenham Court Road, London W1. 01-631 4627.
Software Store Ltd 35 London Road, Tooting, London SW17. 01-685 1476.
Tricomputer Software 161/169 Uxbridge Road, Ealing, London W13. 01-840 6136.

MERSEYSIDE
Bits & Bytes Computers 18 Central Station, Raneleigh St, Liverpool. 051-709 4036.
Microsnips 37 Sea View Road, Wallasey, Merseyside. 051-630 3013.

MIDDLESEX
Adamsworld of Software 190C Station Road, Edgeware, Middx. 01-952 0451.
Hayes Computer Centre, 100D Uxbridge Road, Hayes, Middx. 01-573 2726
Strategic Plus Software PO Box 8, Hampton, Middx. 01-979 2987.

WEST MIDLANDS
Bentley Marketing 51 Snowhill Queensway, Birmingham. 021-200 1158.
Comtazia 204 High Street, Dudley, W Midlands. 0384 239259.
Comtazia Merry Hills Centre, Brierley Hill, W Midlands. 0384 261698.
Greens Pharmaceutical 22 Market Way, Coventry. 0203 520464.
Software City 3 Lichfield Passage, Wolverhampton. 0902 25304.
Software City Goodall Street, Walsall, W Midlands. 0922 24821.
Software Express 514/516 Alum Rock Road, Alum Rock, Birmingham. 021-328 3585.
Software Express 221 Broad Street, Birmingham. 021-643 9100.
Watchdog Home Entertainment Centre 40 Queen Street, Wolverhampton W Midlands. 0902 313600.

NORFOLK
Computer Plus, King's Lynn 40 New Conduit Street, King's Lynn, Norfolk. 0553 774550.
One Step Beyond 11a Castle Meadow, Norwich, Norfolk. 0603-663796.

NORTH HUMBERSIDE
Tomorrows World 15 Paragon Street, Hull, N Humberside. 0482-24887.

NOTTINGHAM
Byteback Newark 6 Mumby Close, Newark, Nottingham. 0636 79097.
MPC Software 72 Julian Road, West Bridgford, Nottingham. 0602-820106.
The Computer Shop Unit 250, Victoria Centre, Nottingham. 0602 410633.

SCOTLAND
Comcal (Scotland) 11 Bath Street, Glasgow. 041-332 5147.
Comsoft 48 Duke Street, Coldstream, Scotland. 0890-2854 2979.
Megabyte 12 Ettrick Square, Cumbernauld, Scotland. 0236 738398.

STAFFS
Castle Computers 47 Bridge Street, Newcastle, Staffs. 0782 619159.
Castle Computers 6 Oak Street, Hanley, Staffs. 0782 575043.
Castle Computers Newcastle Street, Burslem, Stoke on Trent. 0782 575043.
Computer World 42 Market Street, Longton, Stoke on Trent, Staffs. 0782 319144.
Micro-Education 30 Town Road, Hanley, Stoke on Trent, Staffs. 0782 287540.
Miles Better Software 219/221 Cannock Road, Chadsmoor, Cannock. 05435 3577.

SUFFOLK
Computer Magic 45 High Street, Leiston, Saxmundham, Suffolk. 0728-830579.
Computer Magic 24 Crown Street, Ipswich, Suffolk. 0473 214868.
Computer Magic 51 St Andrew's Street South, Bury St Edmonds, Suffolk. 0284-702305.
Microshop Bean Street East, Lowestoft, Suffolk. 0502 517865.
Software Plus 22 St Matthew's Street, Ipswich, Suffolk. 0473 54774.

SURREY
Games Room In Shops Unit 15, Market Hall, High St, Epsom, Surrey. 03727 44465.
Hi-Voltage 53/59 High Street, Croydon, Surrey. 01-686 6362.
Sarays 43 Church Street, Croydon, Surrey. 01-681 3344.

EAST SUSSEX
Computerware 22 St Leonard's Road, Bexhill on Sea, E Sussex. 0424 223340.
Gamer 71 East Street, Brighton, E Sussex. 0273 728681.

WEST SUSSEX
Crawley Computers 62 The Boulevard, Crawley, E Sussex. 0293 37842.
Worthing Computer Centre 7 Warwick Street, Worthing BN11 3DF. 0903 210861.

YORKSHIRE
Microbyte 36 County Arcade, Leeds. 0532 450529.
Thoughts and Crosses 33 Market Street, Heckmondwike, W Yorkshire. 0924 402337.
Tomorrows World Paragon Street, Hull, E Yorkshire. 0482 24887.
York Computer Centre 9 Davygate Centre, Davygate, York. 0904 641862.

WALES
Cwmbran Computer Centre Vent Road, Cwmbran, Gwent. 06333 60996.
Eagle Business Systems Ltd 48 Charles Street, Cardiff. 0222 390286.
Soft Centre The Parade, Cwmbran Town Centre, Cwmbran, Wales. 06333 68131.

ACCOLADE™

UNLEASH THE POWER OF YOUR IMAGINATION

Electronic Arts software is available on a wide range of home computers including Commodore C64, Commodore Amiga, Atari ST, IBM, Spectrum and Amstrad. Not all titles are available on every machine format.

For a full broadsheet describing the complete range or information on your nearest stockist write to: **Electronic Arts, 11-49 Station Rd., Langley, Slough, Berkshire SL3 8YN.** Or call our Customer Services Dept. on **0753 46465.**

ELECTRONIC ARTS™

News

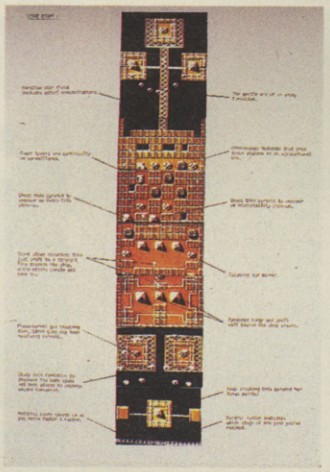
Big Bad Bedlam.

■ Is it a madhouse? Is it chaos? No, it's *Bedlam*, the inter-galactic wham bam blast'em to bits offering from Go!

And this is a sample of one of the 16 space stations to zoom over to take on up to 18 aliens at any one time. Sounds a real nerve-shredder.

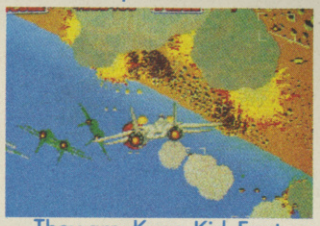
There are also teleports, forcefields plus a 17th "deep space" bonus level.

Bedlam is due out on Amstrad, Spectrum and Commodore during January.



Sega Sizzler

■ Calling all **Sega** sensation seekers. Here are the hot hits heading your way between now and April.



They are: Kung-Kid, Fantasy Zone II, After Burner, Global Defense, Zaxxon 3D, Alien Syndrome, Rescue & Mission, Zillion II: The Tri Formation, Alex Kidd: The Lost Stars, Super Boys Monster Land, Cube Zone, Maze Hunter 3D.

Gilbo's Coven.

■ As All Hallow's Eve approaches the powers of evil reach their zenith. The 13 witches covens which dominated the world, ruled over by Lucifer, the Lord of Darklight, are now planning to seize control of the earth.

That is the evil scenario of **Coven,** the game designed by horror author and C+VG writer **John Gilbert. Piranha** will release the game sometime in June.

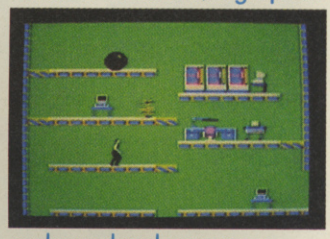
In Coven, you alone stand against the powers of evil and thwart their fiendish plans.

But before finally removing the evils of the earth you must defeat Lucifer and transform the mantle of Darklight to a power of good. Only then can the 13 covens reassemble to do good.

On your broomstick you must fly fast to destroy the evil covens as you only have one night to do your work. The covens are at their most powerful during this time – so beware – but don't despair as there's more power to be picked up for your final conflict with Lucifer in his surreal moonlit kingdom!

Impossible Mission II.

■ Remember **Impossible Mission,** the epic platform adventure game which won more awards than you've had hot dinners? Well, here's the long awaited follow up called, imaginatively, **Impossible Mission II.** Enhanced graphics



and sound and even more puzzles make this a really strong sequel – even though it looks similar to the original. There are five new robot guards, and the whole game is set in a series of interlinked towers with rooms packed with things to discover. Game controls are the same as the original – but this time there's a tape recorder option which gives you clues as you play if you start it up. Even the demo version we played was extremely addictive – so watch out for the real thing when it's released by **Epyx/US Gold** in January.

GAMES OF THE YEAR!

■ As the new year gets under way the game awards for the previous year are starting to be dished out at a series of posh dinners in London's West End.

The first awards in the accolades diary are the Entertainment Software Trade Awards. These are billed as the industry's own awards – nominated by software houses, retailers and magazines.

Best Full Price game went to Elite's **Paperboy,** Cheapo of the year was picked up by Codemasters for their **BMX Sim,** the top adventure was Infocom's **Stationfall,** best arcade game was Ocean's **Arkanoid, Wizball** won the best music award and Magnetic scrolls' **Guild of Thieves** adventure took the best graphics accolade.

Krydon Coded.

■ Following on from their successful **Blockbusters** TV tie-in, **Domark** is releasing a new quiz game based on ITV's **Krypton Factor** on its **TV Games** label – and yes, you WILL have to compete in the assault course! Although in the

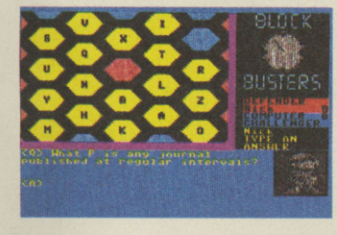
Capcom On the go.

■ How's this for a mouth-watering, pulse-pounding glimpse into the future of coin-op conversions?

These four **Capcom** games – **Street Fighter, 1943, Black Tiger** and **Tiger Road** – are heading your way during the first six months of 1988 from *Go!*

Go! has six further Capcom products lined up for release towards the latter half of the year and start of 1989. But for the time being there's no news about what the titles are.

computer version the most strenuous activity is a bit of joystick waggling. But like the TV show the game will also test your brain power with baffling puzzles and intelligence tests. Available on the Spectrum, C64 and Amstrad at a bargain £7.95.



Thundercats :- THE VIDEO

■ You've enjoyed the game, now watch the movie! **Thundercats-Ho!: The Movie**

is now available on video at a bargain £9.99 from stores that stock **The Video Collection** range.

R-type Snapped Up.

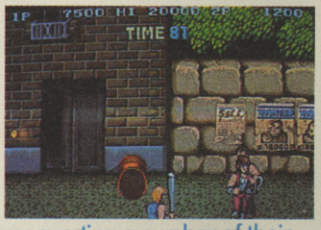
■ After months of guessing, heavy negotiating, bids and counter bids some of the hottest coin-op games of last year have now been signed up for conversion to the home systems for later in 1988.

Not surprisingly, many of the games have gone to the large successful companies with the biggest cheque books.

World giant Activision has snapped up Irem's brilliant

shoot-'em up **R Type** and is also rumoured to be chasing the 'state of the art' Sega game **Afterburner.**

Mastertronic makes its first serious bid at the coin-op conversion game with the excellent **Double Dragon.** This Taito game has an enormous cult following and is sure to be a firm favourite to be a monster smash in '88. The cheapo company will also be



converting a number of their own Arcadia coin-ops.

US Gold is firmly in the race with three strong licenses already confirmed in the shape of **Road Blasters, Rolling Thunder,** and **Shackled.**

Only Ocean and Firebird are yet to announce their licenses though it is believed these two companies are engaged in a battle to sign **Operation Wolf** – the graphically superb Taito shoot-'em-up with a military flavour.

ST cheapo's.

■ **Atari ST** owners will be getting a budget treat from **Firebird** who will be releasing a number of cheapo discs very soon. They will include Firebird's budget hits, **Thrust, Warhawk, Harvey Headbanger** and **I-Ball.** Rumoured price is £9.95. 64 owners can get two games on one disc for just £3.99.

Rack-it All stars

■ A truly international group of programmers has come together to create games for the **Rack-It** label.

Anarchy, the strategy shoot-em-up, is the brainchild of Aussie – **Mike "Crocodile" Sentinella.** Mike bounded barefoot straight off the Quantas plane from Sydney and into the Rack-It offices to present his ticklish teaser. Conceived as a homage to **Boulderdash, Anarchy** looks set to be a success both here and "down under". **Ocean Conqueror,** the submarine simulation, sails in from Hungarian authors **Lajos Palanki** and **Peter Vitray.** Both are at college in Hungary and program in their spare time.

Eric Christensen and **Peter Jepsen** are the Danish authors of **Thunderforce.** The dynamic duo wrote the game as a comic book first before converting the graphics to create the all action C64 version. Then they roped in fellow Danes **Johannes Bjerrgaard,** who created the music for Hewson Hit Eagles, to produce five separate soundtracks for **Thunderforce.**

THE NEW SINCLAIR HAS ONE BIG DISK- A

THE SINCLAIR ZX SPECTRUM+3 WITH 6 FREE GAMES AND A JOYSTICK.

ADVANTAGE.

ZX SPECTRUM +3. £199

The new Sinclair ZX Spectrum +3 is a real hero – because it helps you to be one.

While you're a daring motorbike rider or the all-conquering intergalactic warrior, you're gaining priceless experience in handling computers.

Loading games is quick and easy with the built-in disk-drive. You'll be in the thick of the action in seconds. And the fantastic 128K memory gives you the power to outsmart the most sophisticated enemy.

Get to grips with the latest high-tec graphics on the vast universe of games available (six of which come free). And there's a free joystick to give you ultimate control.

But the real hero is the person who buys it. For the ZX Spectrum +3 is only £199, so they've really saved the earth.

ZX SPECTRUM +2. £139

The amazing ZX Spectrum +2 has a built-in datacorder – to save you the bother of tape recorders and leads. The advanced 128K memory helps you get the most from the vast universe of games available.

Every model comes complete with six free games to start you off, and a free joystick to make you super agile.

With the advanced Sinclair technology you can afford to let your imagination go wild. Because at £139, only your enemies pay heavily.

BE WHO YOU WANT TO BE.

Available at: Allders, Boots, Clydesdale, Comet, Connect, Currys, Dixons, John Lewis, John Menzies, Lasky's, Tandy,* W.H. Smith, Visionhire, Wigfalls, and all good independent stores.

*ZX Spectrum +2 only.

Recommended retail price Sinclair ZX Spectrum +2 £139 including VAT, Sinclair Spectrum +3 £199 including VAT at 1.10.87. Prices subject to change without prior notice.

SCVG3

Please tell me more about the SINCLAIR ZX Spectrum +2 ☐ ZX Spectrum +3 ☐

Name_____

Address_____

Amstrad plc, Brentwood House, 169 Kings Road, Brentwood, Essex CM14 4EF. Tel: (0277) 262326

sinclair

News

Mailers get together.

■ The **Third British Play-By-Mail Convention** will be held at the Porchester Centre, Queensway, London W2, on the 20th of February. And, as last year, Computer Video Games will have a stand there.

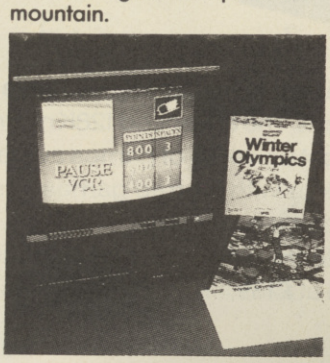
Twenty-two PBM companies will also be there and you will be able to talk, quiz and question the people who produce the games.

The doors open at 10.30am and close at 5pm and tickets on the door will cost £2.

Video games for real.

■ **Ocean** has entered the VCR games market with the launch of *ABC Sports'* **Winter Olympics,** claimed to be the first interactive video cassette recorder game to be seen in Britain.

The game consists of a video tape featuring live action segments from the Winter Olympic coverage used in conjunction with a playing board designed to represent a mountain.



Points and moving instructions can be flashed on the screen simultaneously telling the player to "Pause VCR." The exact point at which the player pauses the VCR determines the points value of that turn, and the number of spaces to move on the game board.

Additional random elements are provided by "disaster" spaces on the board which cause misfortunes such as "broken ski" to happen to the player. Landing on a "snowflake" space requires the player to pick a game card. Game cards can affect the player in a positive or negative way.

Players choose from three routes down the mountain, and these vary in difficulty according to the number of potential disaster spaces along the way.

Gameplay integrates Olympic statistics, scoring and rules. The individual's strategic choice of route and events, together with the random live action scoring, ensures that the outcome of every game is unpredictable.

The game, developed under licence from ABC Sports, includes a one-hour VHS video tape containing more than 180 segments of nine events derived from coverage of Olympics, 60 playing cards, six playing tokens, a scoring pad and full instructions. Events include ski-ing, ski jump, figure skating, bobsled and ice hockey.

ABC Sports, **Winter Olympics** sells for £19.95.

Cheap Spooks

■ **Activision's** back catalogue of games – including **Ghostbusters, Eidolon** and **BallBlazer** – is being released as budget titles in a deal with **Mastertronic.** Eight bit games will sell for £1.99 or £2.99 and 16-bit at £9.99.

The deal will also mean that future Activision games will also appear as budget titles at a later date.

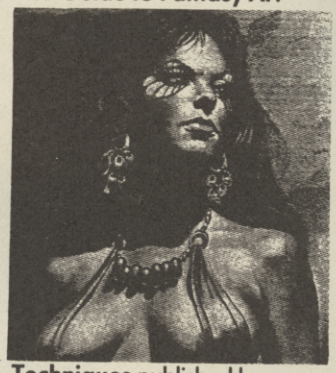
Demon Stalker.

■ Here's yet another **Gauntlet** clone. This time from **Electronic Arts** for the C64. Called **Demon Stalker** it offers 99 challenging levels of mazes – all with different goals, messages, monsters and magic. Waiting on level 100 is Calvrak the Demon ready for battle. Each level contains keys, scrolls, chests, food, bells and magic. The items can be either good or evil. Health and strength points increase as you master each level. Monsters spill forth from special vortex generators. They keep on coming until you have destroyed the generators. Familiar, huh? **Demon Stalker** contains a complete menu-driven construction set which allows you to either build your own game from scratch, modify any of the existing levels, or practice play any level. It'll set you back £9.95 on tape £14.95 on disc.

Iron Boobs!

■ If you are into fantasy games you already know that this genre has inspired many artists to produce fabulous work.

If you're a fan then check out **The Guide to Fantasy Art Techniques** published by **Paper Tiger** at £6.95.



The book looks at the lives and works of eight of the top eight fantasy artists, including **Boris Vallejo.**

Budget Blues.

■ The time of the year when the whole of the working population trembles in fear is fast approaching. Yes, The Budget is upon us once more. It's the time when the Chancellor of the Exchequer balances the country's books.

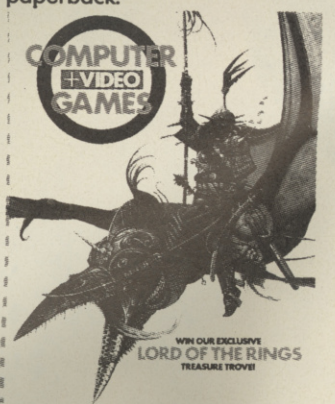
If you think you could do a better job than the man at Number 11 Downing Street, then check our **Yes, Chancellor** from **Topologika,** the simulation game which allows you to control inflation, taxation, interest rates, social services, wages and foreign trade. The object of the game is to stay in power. It's available on the Amstrad at £9.95.

Music a go go!

■ If you're in a band and think your music deserves a wider audience then why not contact the **Go!** label? If you've got the nifty **Trantor** game you'll know that on the b-side of the tape there's music from a band called **Resistor.** Your band could be on the next Go! tape if the people behind the label like it. Just send your demo tapes to Richard Tisdall at Go!, Media Holdings Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX.

Beauty and the Beast!*

■ Artmaster **Chris Achilleos** has a brand new book of his stunning work out right now. Chris, who created the October '86 C+VG cover, has put together a collection called **Beauty and the Beast.** It's available from good bookshops, or direct from Dragon's World Ltd, Paper Tiger Books, 19 Hereford Square, London SW7 4TS at £11.95 hardback, £6.45 paperback.



* Not Chubbie Williams

CARRIER COMMAND

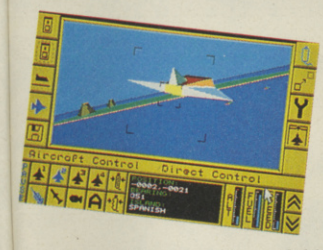
STRIKE-ATTACK!

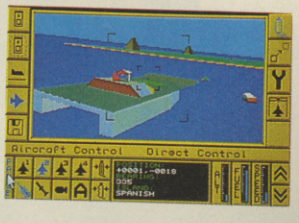
Get into action FAST to conquer the enemy by capture or destruction.

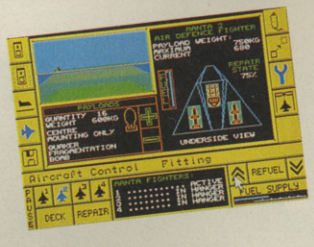
Carrier Command puts you in Total Mission Control from a super fast futuristic aircraft carrier with a variety of weapons, including amphibious tanks, planes and a high powered, turret mounted laser cannon to track and destroy your enemy.

With a huge play area of 64 islands, your objective is to capture your enemy's home island or to destroy its heavily protected Aircraft Carrier. To win, quick reactions and nerves of steel are vital to out-wit the enemy and beat him at his own game.

Carrier Command has colourful, three dimensional solid filled graphics, outstanding speed of movement, super smooth scrolling land and sea scapes, and includes a Save Game Option, realistic sound effects and a 45 second samples soundtrack (when loaded on a double density disc drive).







Out now on Atari £24.95
Out now on Amiga £24.95

Carrier Command is available through all major Computer Games Retailers and by Mail Order. Simply complete the coupon and send it to:- The Marketing Department, Telecom Soft, First Floor, 64-76 New Oxford Street, London WC1A 1PS.

Please send me the following:-

Machine	Product	Quantity	Total Price
Available Now — Atari ST £24.95	Carrier Command		
Available Now — Amiga £24.95	Carrier Command		
	TOTAL		

Prices include postage & packaging to U.K. addresses.

Name..... Address.....

.....

..... Post Code.....

I enclose cheque/postal order for £..... made payable to British Telecom PLC., or debit my Access/Visa Card No.

..... *Expiry Date*.....

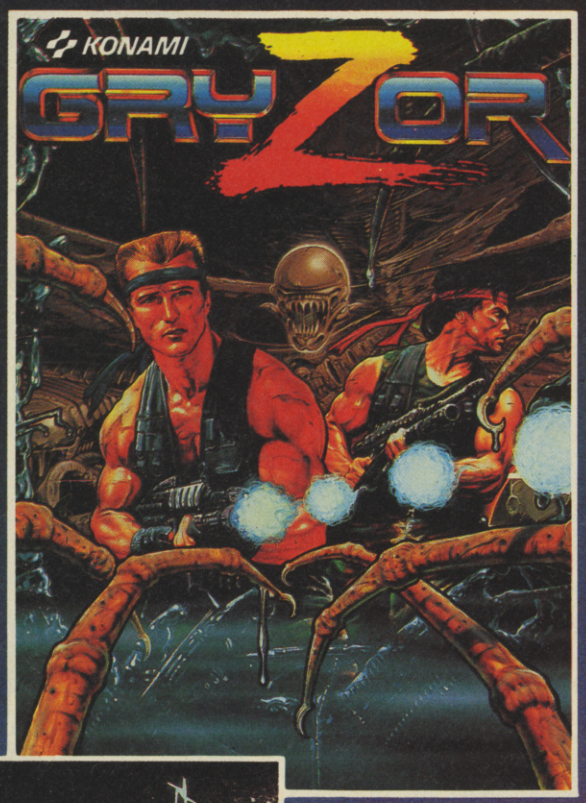
Signature.....

Please allow up to 28 days for delivery from acceptance of order. If you are not entirely satisfied a full refund will be made if the product is returned undamaged within 7 days of receipt.
Telecom Soft, First Floor, 64-76 New Oxford St, London WC1A 1PS.

Rainbird and Rainbird Logo are trademarks of British Telecommunications PLC ©1988

REALTIME GAMES SOFTWARE LIMITED

RAINBIRD



CASSETTE

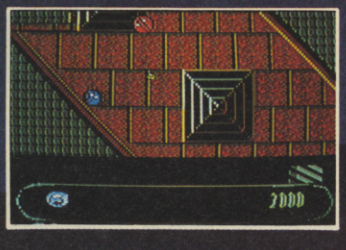
SPECTRUM £7.95 EACH SPECTRUM

AMSTRAD £8.95 EACH COMMODORE

PACKS THE

From Denton Designs comes a gross reincarnation of those freaky head-bangers – MAD BALLS. With really spooky graphics and a game-play that will split your sides. Featuring Freaky Full Back, Slobulus, Screamin' Meemie and more, much, much more!

MADBALLS



GRYZOR

Infiltrate the Alien Rebels' headquarters in KONAMI'S coin-op hit. Negotiate electric force fields and overcome wave upon wave of fanatical guerillas. An essential game for all you arcade addicts!

Er
you
thro
bl
pe

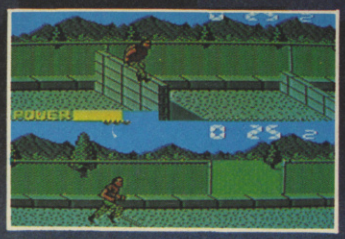
BIG BYTES

DISK

COMMODORE	AMSTRAD
£12.95 EACH	£14.95 EACH
COMMODORE	SPECTRUM +3

COMBAT SCHOOL

Enlist to become a captain, if you've got the guts, in COMBAT SCHOOL. Work your way through seven gruelling events in this, KONAMI'S arcade blockbuster, and if you don't make the grade there's a penalty event or you're OUT!



MATCH DAY II

This NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer. Jump, head, volley and kick (using the kick meter) with automatic deadball set ups and goalkeeper control. DIAMOND DEFLECTION SYSTEM ™ ensures realistic ball ricochet with full music and sound FX. The very best in football for your micro.

ocean is the registered trademark of Ocean Software Limited

C+VG

REVIEWS

1

Reviews this issue

1 RASTAN
3 STAR WARS
4 MATCHDAY II/KNIGHTMARE
5 RISK/WESTERN GAMES
6 OUTRUN
7 GRYZOR/COMBAT SCHOOL
8 EYE/TETRIS
9 MIDI-MAZE/BONE CRUNCHER
10 CHAMONIX CHALLENGE
11 GARFIELD/FLYING SHARK
12 ANDY CAPP
13 DARK SCEPTRE
14 MASK II/RED OCTOBER
15 KING OF CHICAGO
16 GARRISON
17 RAMPAGE/TONIC TILES
18 BAD CATS/TEST DRIVE
19 SCRUPLES
20 INSANITY FLIGHT/ TANGLEWOOD
21 DEFLECTOR/COSMIC CAUSEWAY
22 ICE HOCKEY/MEAN STREAK
23 MASTERS OF THE UNIVERSE

GAME OF THE MONTH C+VG

RASTAN

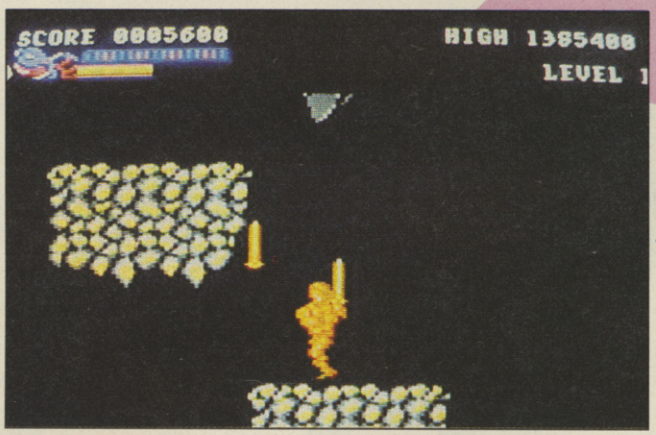
- MACHINES: CBM 64/SPECTRUM/ AMSTRAD
- SUPPLIER: OCEAN
- PRICE: SPECTRUM £7.95 CASSETTE, SPECTRUM +3 DISK £14.95, COMMODORE 64 £8.95 CASSETTE, COMMODORE DISK £12.95, AMSTRAD £8.95 CASSETTE, AMSTRAD DISK £14.95..
- VERSION TESTED: COMMODORE 64
- REVIEWER: EUGENE

Rastan Saga was one of the coin-op hits of last year and definitely high up on my list of personal favourites.

Something strange has happened in the conversion of the game to the home systems – it's lost the 'saga' out of its title. Programmer John Megan explains "It's to do with the different versions of the game that have been released around the world. The game is called *Rastan Saga* in the USA and includes a feature where bats are released to administer speedy death if the warrior hangs around too long." The Ocean version is licensed from the Japanese manufactured Taito original and does not punish you with bats if you dilly dally. It's no push over though and there are bats a-plenty in certain of the caves and caverns.

If you have not tried this game in the arcades let me describe it to you. Imagine the sword-wielding scraps in Palace's Barbarian, throw in a chunk of Montyesque platform puzzles, and a large measure of arcade action – collecting and using various weapons and planning your route.

The game is an accurate copy of the coin-op in that it is divided up into six levels – each of these levels being in two parts and of a progressively difficult standard.



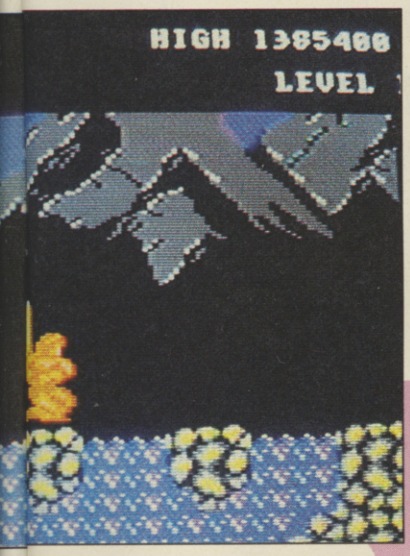
Like all warrior games there is a story which tells of evil doings and super heroes; giving the nasties a right good going over and restoring peace and tranquillity to a once-troubled land.

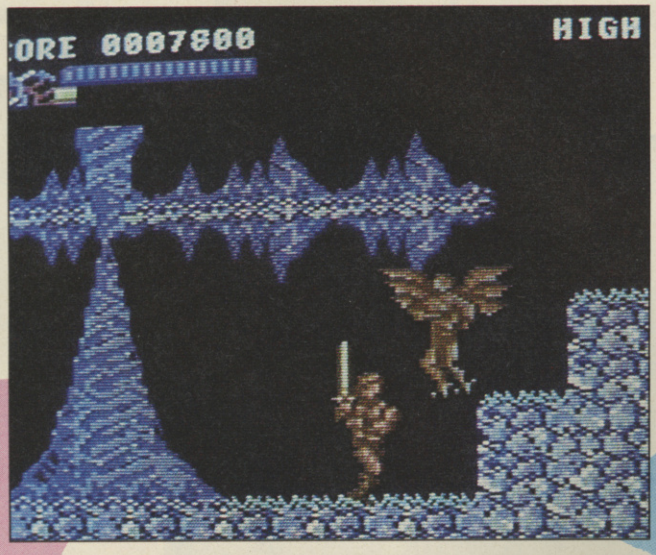
You play the part of Rastan the warrior king who must confront the evil wizard Karg who has unleashed hordes of monsters on the land. When you finally come face to face with Karg he assumes the awful appearance of a multi-headed dragon. To slay him, each head has to be individually lopped off. Not easy – take it from me.

SAGA

GAME OF THE MONTH C+VG

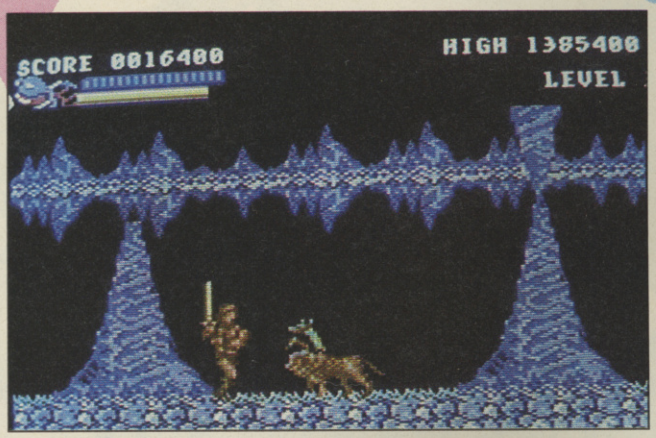
REVIEWS C+VG 2





Level One starts you off on a nice 'n' easy, flat, rocky terrain – where you can see the nasties edging slowly towards you from afar – allowing plenty of time to swing your sword out and waste them before they can get too close. This does not last for long though, as you soon find you have to climb up ropes, swing across caverns and hop from ledge to ledge if you are to get the fireball sword, hidden somewhere in this level.

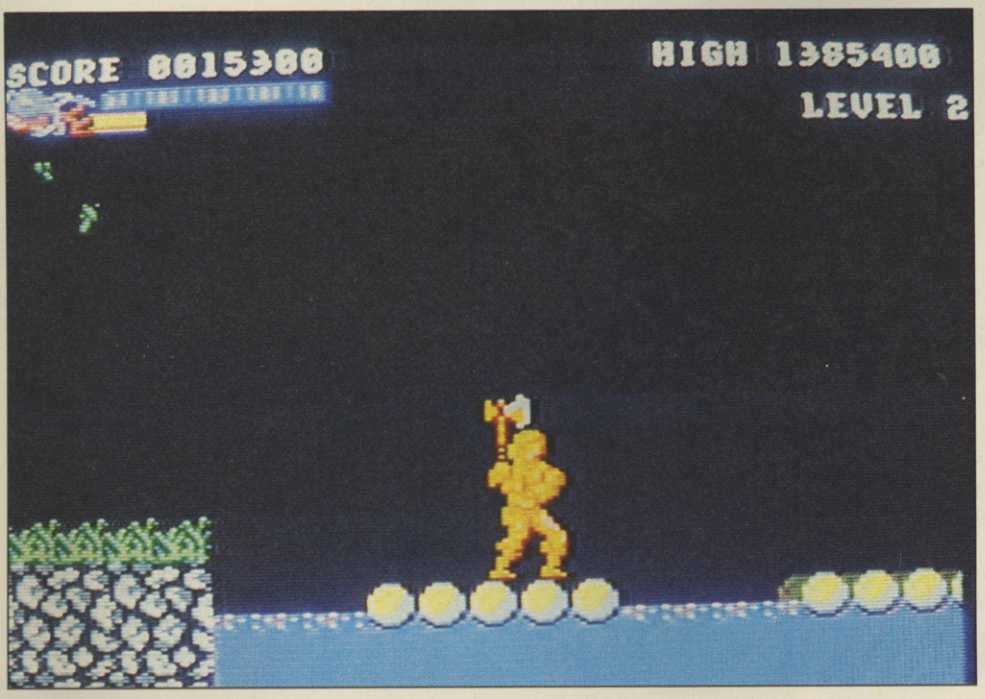
Things get harder in the forests of **Level Two** where you are likely to make your first encounter with some of the nastier nasties. Prominent amongst these is the winged man who attacks when you are attempting to cross a river by hopping from raft to raft as the water bobs up and down. As with all the levels there is a second stage set in the palace of Karg – which must be completed before the next level loads. Yes, it is multi load, but there is no other way this huge arcade adventure could be converted. Disk versions will load the various levels automatically.



If you get to **Level Three** you will have noticed the similarity of the levels in terms of layout. This is entirely consistent with the original coin-op but, none the less, introduces an element of repetitiveness that spoils *Rastan* slightly.

Level Four is where you start to wonder if you are ever going to complete the game. The nasties are ganging up and attacking in waves. Larger, tougher, baddies come at you – like the Gigas and Chimeras.

The second part of **Level Five** offers a welcome change in background graphics with caverns rather than castle ramparts. Stalagmites 'n' tites stab the air and ground and you also have to lop off the head of a giant dragon at the end of this level. Killing this mother is tough enough, but nothing by comparison with the multi-headed monster that awaits you on **Level Six**.



Gargoyles and fire-breathing dragons will try to thwart you in meeting Karg head-on in his multi-headed dragon guise. You will need all of the combat skills that you have mastered in previous levels if you are to win this one, and read the congratulatory message at the end of the game.

John Megan's interpretation of Rastan is a competent rendition, incorporating most of the games' map. The real problem with the conversion is that the graphics just fail to impress in the way they stunned in the arcades. As it is, it's just another good coin-op conversion and the game genuinely deserves better.

▸ GRAPHICS	6
▸ SOUND	6
▸ VALUE	7
▸ PLAYABILITY	7

THE ACTION—SIMULATION

AIRBORNE RANGER™

You are one of the elite . . . parachuting alone behind enemy lines. The enemy controls the terrain, hidden in bunkers and machine gun nests . . . you may be surrounded. The action is fierce as you control one soldier's battle against overwhelming odds. You'll need skill and strategy to outmanoeuvre your enemy, plus courage and some luck to make your escape. Airborne Ranger is an exciting fast-paced simulation with 12 desperate missions in 3 different regions of the world. The possibilities are endless!

AIRBORNE RANGER. A challenging combination of danger and suspense. Available for the Commodore 64/128K. Cassette £14.95 Disk £19.95.

MICROPROSE
SIMULATION • SOFTWARE

Please send_____copy/ies of Airborne Ranger CBM 64/128 ☐ Cassette £14.95 ☐ Disk £19.95 ☐ Further details.

Name (block capitals)_____ Address_____

Post Code_____

AR/C+VG/0188.

I enclose £_____ including 55p P+P. Cheques payable to MicroProse Software Ltd,

or debit my Access/Visa card. Expiry date_____ No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

STAR WARS

- MACHINES: ATARI ST, SPECTRUM, COMMODORE 64, AMSTRAD CPC RANGE, BBC (INC. ELECTRON AND MASTER).
- SUPPLIER: DOMARK
- PRICE: £19.95 (ST)
- VERSION TESTED: ATARI ST
- REVIEWER: DAVID

Classic film, classic coin-op, classic game – that's *Star Wars*.

There can be very few of you reading this, that have not either seen Star Wars the movie, or played Star Wars the coin-op. Even today, with all the technical and graphical breakthroughs that have been made during the four years since the coin-op appeared, it still remains a classic and is regarded by many as the best game ever to grace an arcade hall.

Now, as the film says, the story continues with the release of *Star Wars* the computer game.

The first version to be launched (no pun intended) is for the Atari ST, and what a little cracker it is! Who says that vector-graphics are dated.

If you own an ST and loved the coin-op then what are you waiting for? Go out and bag a copy now. If you really haven't played the original, then read on. . . both of you!

With the Empire's forces closing in for the kill, Luke Skywalker, a young fighter pilot, is the Rebel's only hope of survival. The Empire can only be defeated by destroying the Deathstar, a gigantic man-made planet, which is about to blow the rebel's home planet out of existence.

Although Darth Vader, leader of the Rebel forces, believes the Deathstar to be indestructible, the rebel's computers have unearthed the one weak spot in its design, an exhaust duct leading right to its core.

As Luke Skywalker, your aim is to get a shot at the duct, but first you must annihilate a handful of Empire fighters, destroy the planet's ground-based laser towers and bunkers, and, finally, fly along the heavily guarded trench that surrounds the Deathstar.

At the end of the trench lies the exhaust port. The Deathstar can only be destroyed by planting a proton torpedo in the port as you zoom over it at high speed while, at the same time, using vast quantities of 'The Force' to avoid laser cannon fire and the horizontal barriers that lie in your path.

Miss your target, and you are faced with the unenviable task of staying alive for a second complete circuit of the Deathstar before getting another shot at the port. If you hit the spot, however, you can sit back and enjoy the sight of the Deathstar exploding into a thousand little bits, and then its back to base for another bout of Empire bashing before tea.

Throughout, the game has been well coded, with great attention to detail. Consequently it captures the frenetic mood and perfect playability of the original right down to the digitised speech and sounds in all the right places.

The sad thing about Star Wars is the disappointment of the eight bit versions.

The 64 version gets close to it but fails to really simulate the feel of the coin-op. Sure, this is probably in part due to the sluggishness of the 64 in producing 3D vector graphics – BUT, however you cut it, *Star Wars* is not going to rank as one of the 64's best coin-op conversions this year.

The Spectrum version is much better – benefiting from the superiority of the Speccy in generating fast 3D routines. Somehow, from *Star Glider* to *Alien Highway* the Speccy licks the hell out of the 64 on fast 3D games. *Star Wars* Spectrum version reflects this.

On the minus side as far as Speccy is concerned the sound effects are virtually non-existent – which is a great shame.

Star Wars, the computer game, will be a hit with fans of the Film, the coin-op, and fast action arcades, in other words, everybody.

- GRAPHICS 9
- SOUND 10
- VALUE 9
- PLAYABILITY 9

ST Hit

MEGA-APOCALYPSE

FIND STRANGE AND EXCITING NEW WORLDS

. . . then blast them to pieces!

NOW AVAILABLE FOR THE SPECTRUM AND AMSTRAD

Just look what they said about the Commodore version:

C & VG HIT
"If you cringe every time all those superlatives are rolled out for each successive genuine arcade action blast 'em up sensation, buy Mega and throw away your dictionary."

GAMES MACHINE
". . . addictive, highly polished and very fast."

COMMODORE USER
". . . a shoot 'em up for the professional marksman."

CCI (Arcade Game of the Year)
". . . simply the best shoot'em up I've played."

ZZAP
". . . a shoot'em up par excellence – watch out for it."

DON'T MISS IT!

Spectrum 48/128 Cassette	£8.99	Amstrad CPC Cassette	£9.99
Spectrum + 3 Disc	£14.99	Amstrad CPC Disc	£14.99

martech

Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G

steinar

KNIGHTMARE

REVIEWS C+VG 4

- MACHINES: CBM 64/SPECTRUM
- SUPPLIER: ACTIVISION
- PRICE: BM64+SPEC £9.99
- VERSION TESTED: CBM 64/SPECTRUM
- REVIEWER: PAUL

Television and computer games rarely mix. It seems that the ancients who control the airwaves are totally ignorant about the millions of people who play computer games.

So when *Knightmare* the television programme surfaced last year the event was no less than staggering. For the first time the elements of live role-playing, adventure games, stunningly brilliant computer graphics and television and being skilfully blended into a highly entertaining show. The team behind it, including game designer Tim Child, should be congratulated. And Anglia TV deserves a pat on the back for having the guts to go for it.

Now Activision's game of a game show is out. The television formula has been adapted into more of a straightforward arcade adventure.

You play a knight placed in the dungeons of Damonia Castle. The aim is explore, survive and escape.

In the television programme the Dungeon Master, Treguard, would appear at various times to guide the adventuring knight with clues, hints and help. He also appears in the game to monitor your progress.

As your knight moves through the dungeons – a nice feature here is that each screen flips over like the pages of a book – encountering various inhabitants, oracles, one good, one bad, guards, puzzles etc. You can use word commands to communicate with those you encounter. Also to pick up, drop and use things. Your knight's lifeforce is shown by a burning candle on the edge of the screen.

On the Knight's travel you can also attain magical powers which allow you to indulge in a little Spellcasting.

These spells are:

Anvil – This hovers in the air until it is commanded to fall and crush.

Caspar – This is a key which opens certain doors in the castle.

Alchemy – This spell turns people into gold spheres which can be collected as treasure.

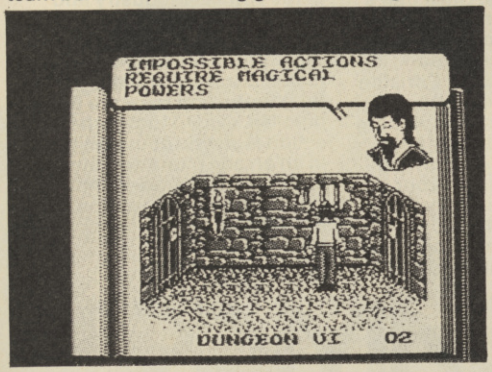
Ice – This spell does what its name implies – turns people into toads.

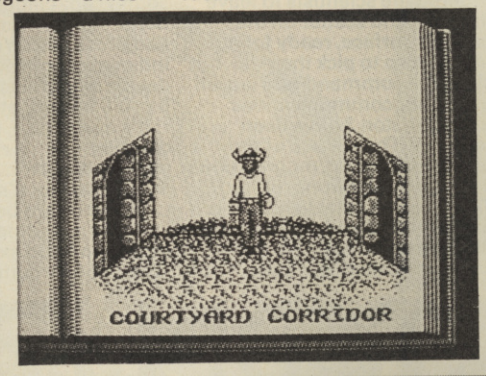
Metamorph – Changes characters into other beings.

It's also possible to engage your knight in a little bit of combat. But don't expect *Barbarian*-style action. All you have to do is move next to the character who is the object of your aggression and hit fire repeatedly for the battle to commence.

Arcade adventurers everywhere should find *Knightmare* a thoroughly enjoyable game. I know I did.

- GRAPHICS 8
- SOUND 8
- VALUE 8
- PLAYABILITY 9





C+VG HIT!

MATCHDAY II

C+VG HIT!

- MACHINES: SPECTRUM/AMSTRAD
- SUPPLIER: OCEAN
- PRICE: £9.95
- VERSION TESTED: SPECTRUM
- REVIEWER: PAUL

Stand by for an outbreak of tough matches in the football game stakes. The market is about to be blitzed by them. First we've got Jon Ritman's *Matchday II*, then *Football Manager II*, *Gary Lineker's Super Star Soccer*, a Peter Beardsley game on the way and, of course, the re-release of *Peter Shilton's Handball Maradona*.

So if you're out to score with a footie game there's plenty of choice.

Matchday II comes highly recommended. It has taken *Matchday* as a basis to build on, and the improvements are worthwhile.

So what do you get? It's a one or two player soccer simulation which allows you to volley, lob, backheel and kick ground shots with varying degrees of strength. You can also jump, head the ball and barge other players.

There is also a league championship and cup competition for good measure. And if you're running a league or cup competition up to seven people can take part.

Matches can last for 10, 20 or 30 minutes so you can fit quite a lot into a couple of hours play.

Control of members of your team automatically switches to the person nearest the ball.

The kickometer shown at the top of the screen and above the player's head determines the kick pressure. III is very hard, II is medium, I is very soft and -I is a backheel.

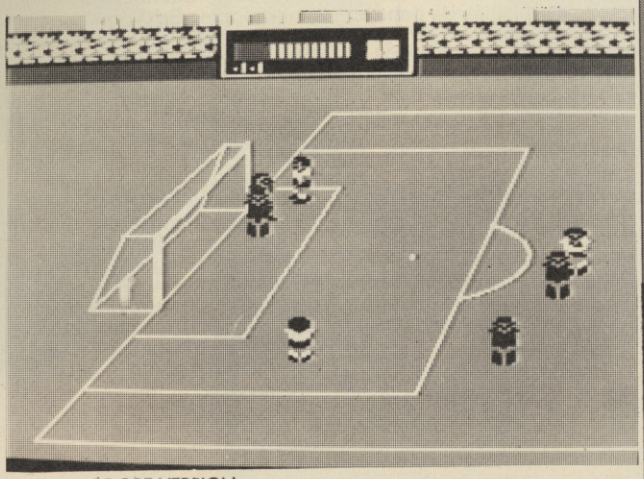
You take corners, throws, corners goalkicks, and intercept a pass.

The game also includes something called the diamond deflection system. This adds realism to the way a ball deflects off a player.

In practice the ball responds not only to the angle the player is standing and the ball direction, but also to the direction he is moving, including if he is jumping, and also detects his forehead for extra control.

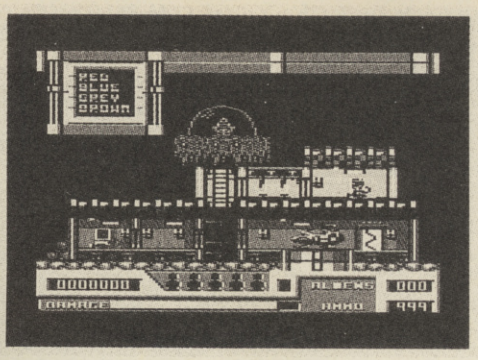
- GRAPHICS 8
- SOUND 8
- VALUE 9
- PLAYABILITY 10

● SPECTRUM VERSION



● COMMODORE VERSION

RISK



▸ MACHINE: CBM64/128
▸ SUPPLIER: THE EDGE
▸ PRICE: £8.95 CASS/£12.95 DISK
▸ REVIEWER: JOHN

How could The Edge ever improve on its fabulous *Shadow Skimmer*? That's the question I asked when RISK was delivered into my hands. I admit I expected to be disappointed.

My fears were, thankfully, unfounded but only because RISK is a superbly different game rather than a technically superb piece of software.

Come closer and let me explain.

You play a RISK – Rapid Intercept, Seek and Kill – operative, the suicidal kind of person who's called in by Galactic Command to solve problems where all else has failed. This time the mission takes you to Christon 3, on whose surface is an important Space Weapons Research Establishment. They've obviously been watching too many Star Trek films because they've put in an SOS claiming that they're under attack from unidentified alien craft.

Galactic Command has ordered the scientists to leave the base and scatter on the planet's surface, ready for a rescue ship to pick them up, but since the command was issued no further communications from Christon 3 have been received. The surface of the planet is volcanic, mountainous and – naturally – unexplored. The research establishment is underground and connected to the planet surface – via a construct called The Tube. Your primary objective is to destroy all the aliens on the planet but you must also rescue as many scientists as possible and enter the underground complex to retrieve ammo, experimental weapons parts and the blueprints of a new super weapon.

You start the op on home base where you can use the command computers to set up the Commodore's display and sound capabilities. Once that's done, stand in front of your ship and press FIRE. You've taken to the map room where you decide which sector of Christon 3 you'll investigate first.

It's a big place, so keep a note of where you've already been, and many sectors on the map are uncharted. It's also your job to fill the map's banks by flying into the uncharted area, destroying and exploring. When you've completed that section it'll be added to your chart.

You launch into each sector from a mini-pad which'll restock your ammo and repair your damage every time you land on it. Sounds useful, but when you're in combat with an alien fighter it's difficult to break off and return to base.

I've always thought that The Edge had some of the most creative and imaginative people in the software industry and *RISK* proves me right. Every detail has been well worked out, there's little repetition on the planet's surface and the ships – both friend and foe – are finely detailed. Added to that the action is all you could wish for in an arcade game and there's little sign of characteristic Commodore jerkiness.

▸ GRAPHICS	8
▸ SOUND	7
▸ VALUE	9
▸ PLAYABILITY	9

WESTERN GAMES

▸ MACHINES: AMSTRAD CPC, ATARI ST
▸ SUPPLIER: MICROBYTES
▸ PRICE: £9.99 CASS/£14.99 DISK
▸ VERSION TESTED: AMSTRAD
▸ REVIEWER: JOHN

Those John Wayne westerns on the box have always failed to show one important aspect of a cowboy's life. Sure, there's gunslinging, cattle rustling, gunslinging, fighting Indians, gunslinging and robbing stagecoaches, but what happens when the sun sets and the dollars run out?

Microbytes has come up with the answer, 100 years after most cowboys hung up their horses, and has converted those *Western Games* onto the computer. Your host in this Yank version of the Highland Games is a uni-toothed old-timer called Tottle. He pops up in the instructions to give you skill clues for each of the six games – and are they weird with a capital everything.

The games are rough and, to spare you none of the embarrassment involved in competing each event is displayed in glorious high-res technicolour which may not be surprising on the ST but is some achievement on the CPC. Only a few parts of each display are required to move, though, so perhaps the feat isn't too miraculous.

First up you've got arm wrestling – but not your milksopping Brit version. The contests held over a candle so the first arm that hits the deck gets cooked into the bargain.

Two human players can take part – as in all the games – but if you decide to take sides against the computer instead, be careful. Its player has been known to use two arms when referee Beanpole Fred nods off to sleep, as he often does.

Arm wrestling's all about strength and you get yours by waiting for the arm on the status display to enter a strong phase. When you think it's as strong as it's going to get pull back on the joystick so that, hopefully, the match and your arm goes in the right direction.

Beershooting's next, and it's about as hazardous as heavy drinking. The bottles are held by the village idiots, and don't forget murder's a hanging offence, even if it's in play.

The idea is to hit five bottles with bullets faster than your opponent – yep, it's fast draw by any other name. The longer you take to draw the more nervous you become. Your gun hand starts shaking until you risk missing the target when you pull your trigger.

Your opponent is not a little drunk so you can wait and see if he misses before calmly drawing your weapon, but make sure you hit all five bottles or you'll have to start the round again and the computer rarely misses twice, even when he's supposed to get as nervous as you.

Dancing is reduced to a lout's pastime in this game. The idea's to keep in step and time with your partner.

Baccy-spitting? Yuk! I refuse to partake of this game. Ah, is this a six-shooter I see before me? Well, Okay, I'll have a go. I've been taught the technique of spitting tobacco into a pot by one of the best – Tottle. First, bite off a quid of baccy, chew it for a while, set the angle of spit, set the strength of spit and lob it.

Finally, thank the great cattle gods, the Milking contest is good for a laugh. You have a milk can to fill and to do it, squeezing on those udders, you've got to match your joystick pumping action with the throb of the udder indicator in the status panel.

Well, I'm thoroughly disgusted. My jaws ache, my trigger finger's all but dropped off and my wrist's seized up, but still I enjoyed this unique game.

▸ GRAPHICS	8
▸ SOUND	7
▸ VALUE	8
▸ PLAYABILITY	8

Jinxter

Oh No – Not Another Magnetic Scrolls Adventure . . .

Yup. Sorry. The team that gave you *The Pawn* and *The Guild of Thieves* weren't satisfied with international acclaim, the best graphics in the business, and a parser so smart it'll understand every word even *you* type.

"Let's improve the system," they said, "Let's do *even better* graphics," they said. "Let's have a crazy fairground and a cloud that thinks it's a World War II fighter pilot, and a peculiar bloke in a herringbone overcoat, and a railway disaster, and a plot to destroy civilization. Oh yes — let's not forget the World's Strongest Beer. Right?"

"No," we said, "calm down. Take it easy." But would they listen?

Jinxter. Maybe *now* they'll be satisfied . . .

Following hot on the heels of the international award winning adventures The Pawn and The Guild of Thieves comes Jinxter, a sophisticated and immensely humourous adventure from Magnetic Scrolls.

If you would like to receive further information on existing Magnetic Scrolls releases, just complete the coupon and send it to:-

The Marketing Department,
Telecom Soft, First Floor,
64-76 New Oxford Street,
London WC1A 1PS.

Please send me further information on existing Magnetic Scrolls products.

Name .....

Address .....

.....

.....

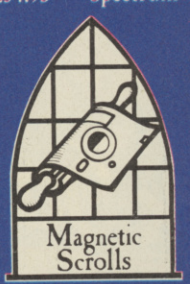
Postcode .....

Telecom Soft, First Floor, 64-76 New Oxford Street, London WC1A 1PS.

Available now for:

Atari ST	£24.95	*Apple II	£19.95
Amiga	£24.95	Amstrad PCW	£24.95
C64 Disc	£19.95	Amstrad 6128	£19.95
IBM	£24.95	Atari 800	£19.95
MAC	£34.95	*Spectrum +3	£15.95

*Text Only.



RAINBIRD

Rainbird and the Rainbird logo are registered trademarks of British Telecommunications PLC.

...TRAZ

TRANSFORMABLE ARCADE ZONE

Featuring the World's First Break-Out Construction Kit

Break Out...into the New Generation!

TRAZ, THE GAME...
Battle your way out of this multi-screen complex. Avoid Monsters – Guard yourself against Traps – Use Bricks and Bumpers to your advantage – Capture the various Power-Giving Pills – But above all... SURVIVE!

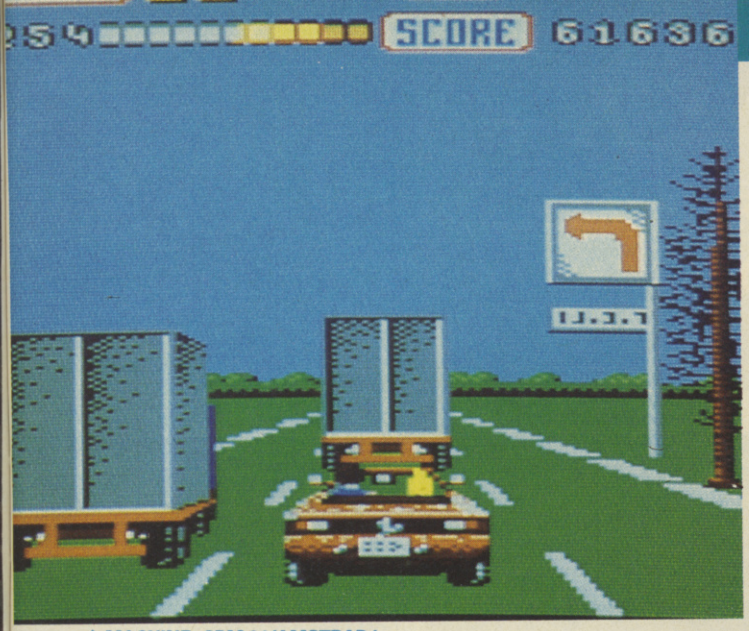
TRAZ, THE CONSTRUCTION KIT...
Create your own unique versions of this highly addictive, fun-packed game! YOU can design your own complex using all the features of...TRAZ, THE GAME. Single Player or Team Mode – this game will provide you with hours of entertainment!

COMMODORE 64 CASSETTE	£9.95
SPECTRUM 48/128 CASSETTE	£8.95
SPECTRUM PLUS 3 DISK	£12.95
COMMODORE 64 DISK	£14.95
IBM PC AND COMPATIBLES	£19.95

CASCADE

24 hr MAIL ORDER TEL: (0423) 504663

© 1987 CASCADE GAMES
1-3 HAYWRA CRESCENT
HARROGATE HG1 5BG, ENGLAND
TEL: (0423) 525325
TELEX: 265871 MONREF G
Quoting 72: MAG31320



- MACHINE: CBM 64/AMSTRAD/SPECTRUM/ATARI ST
- SUPPLIER: US GOLD
- PRICE: CBM 64 (£9.99/£11.99)/SPECTRUM (£8.99)/AMSTRAD (£11.99/£14.99)/ATARI ST (£19.99)
- VERSION TESTED: CBM 64/AMSTRAD
- REVIEWER: PAUL

OUT RUN

Out Run, perhaps the ultimate coin-op driving game for speed, spills and thrills. It's a winner, the thoroughbred of the arcades.

There's little doubt in most people's minds that the US Gold conversion will hit the number one spot. But at the time of writing that's still in the future.

But one thing is for certain. If you are expecting the conversion to be as good as the arcade marvel you'll be in for a disappointment. What you get is really an approximation.

Despite the claim that *Out Run* has taken, "nine months for numerous programmers to develop the graphic design and game play," there is the impression that the Commodore 64 version has been rushed.

The game is a race against time, to complete the selected course and reach any of the five goal lines to become a winner.

Out Run puts you in the seat of a Ferrari Testarossa Convertible, capable of a 185 mph top speed. A real one would set you back a cool £85,000.

On the road to victory you must also avoid obstacles and collisions. If you run off the road, your girl, who appears to be dark-haired rather than blonde, as in the arcade version, turns and appears to slap you. If the crash is more severe, you both end up sitting stunned on the verge and she points an accusing finger at you.

There are two gears – high and low – which can be used to accelerate, decelerate and manoeuvre through the curves. In principle you select low gear to get through curves and high gears to bomb down the straights.

Points are scored for driving well but if you fail to complete the course within the time limit, you are disqualified and it's back to the start. You can choose to follow any of the five courses, each with different scenery.

The graphics are rather blocky, especially the roadside buildings and crowds. The lines across the lower half of the CBM version, I found really annoying. But the sound and music are really great.

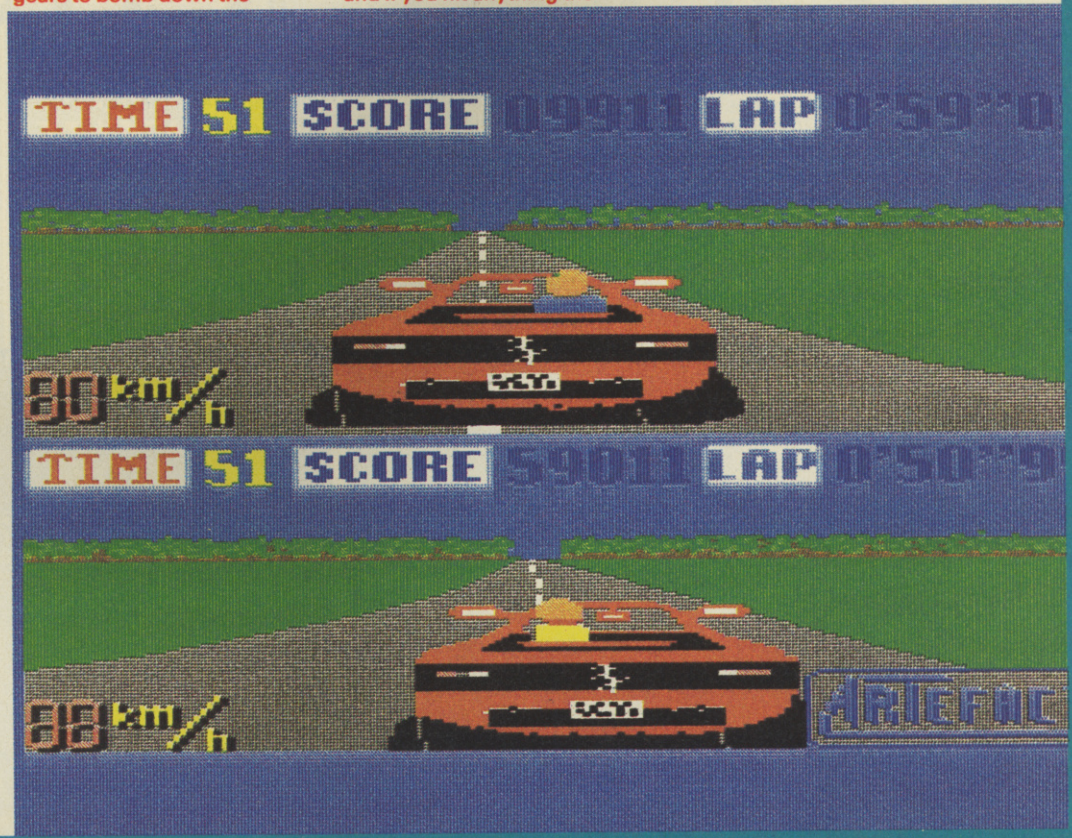
But when it comes down to it, a driving simulation must be drivable. And that's where I felt it was lacking. For too much of the time I felt I was out of control and getting nowhere.

And now for the Amstrad version. What can I say? Words such as travesty leap to mind. Surely there's some mistake. This isn't the *Out Run* we know and love. This is something else, something indefinable, something which wants to make you scream and bang your head against the nearest solid object, something you will regret spending money on.

It's a nightmare to load and a nightmare to play. The sound is appalling. When you skid it sounds like a strained seagull and if you hit anything the sound is – how can I put it? – unacceptable in socially polite circles. The graphics fail to impress. At one stage I was hurtling along at more than 200 KHM and had the distinct impression that I was going backwards.

If you are really determined to get a copy for your Amstrad, please, please, please ask for a demonstration before you play it. It could save you a lot heartache.

	CBM	AM
GRAPHICS	5	4
SOUND	9	1
VALUE	5	1
PLAYABILITY	5	2



GRYZOR

- MACHINES: AMSTRAD/ SPECTRUM/CBM 64
- SUPPLIER: OCEAN
- PRICE: SPECTRUM (£7.95/£14.95 PLUS 3 DISK)/AMSTRAD (£9.95 CASS/ £14.95 DISK)/CBM 64 (£8.95 CASS/£14.95 DISK)
- VERSIONS TESTED: AMSTRAD/ SPECTRUM
- REVIEWER: PAUL

Welcome Lance Gryzor, straight from the Arnie S. clone zone, all muscles, murder and mayhem. And get a load of his weapons! All of them designed to take an alien's head off with ease.

Coin-op fans will already know what's in store with this Konami conversion – Action with a capital A.

And to be honest I haven't enjoyed a straight a shoot 'em up so much since Elite's *Ikari Warriors*.

So let't get down and get with it.

Alien creatures called the Durrs from the planet Suna have somehow infiltrated the earth's defences and set up their HQ and created an APP – Atmosphere Processing Plant. This fiendish device is capable of controlling the weather and the idea is to bring about another ice age.

Step forward man mountain Gryzor. His mission is to put the heat on the Durrs and stop the big freeze. And to do that he must infiltrate the complex, collect weapons, destroying guards until – or rather if – he manages to reach the centre of mischief.

The game play is split into three sections, each of which is loaded automatically when a level is completed.

The first section consists of three scenes, in which Gryzor, initially equipped with a machine gun, blasts his way along a three tier-scrolling landscape, avoiding the guards, taking out machine gun, nests and hopefully collecting extra weapons. The first scene ends with you blasting through a wall. The next section involves threading your way through tunnels to a control room. The final bit of this section is the destruction of the control room.

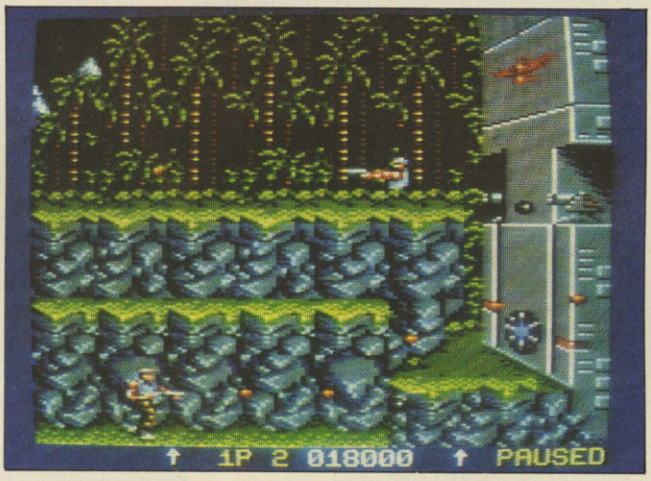
The middle phase of the game is virtually a repeat of the first, only more difficult.

Finally, Gryzor reaches the APP. This final part of the game comes in two sections. First a battle through the APP to the aliens' mother-ship. And finally into the ship and then destroy it.

The weapons Gryzor can find – watch out for "weapon eagles" – are rapid fire machine gun, scatter gun with three-directional fire (I found this the most useful of weapons), laser gun and barrier which gives temporary invulnerability.

At first I thought the colourful Amstrad graphics were rather garish with everything blurring into one but this was hasty judgement and I soon got used to it. The Spectrum version is okay but suffers in comparison with the Amstrad, but it is still very playable.

This game is highly recommended. Why not start the New Year grappling with *Gryzor?*



	AMSTRAD	SPECTRUM
GRAPHICS	8	7
SOUND	8	5
VALUE	8	8
PLAYABILITY	9	9

COMBAT SCHOOL

- MACHINES: 64/SPECTRUM/ AMSTRAD
- SUPPLIER: OCEAN
- PRICE: COMMODORE (£8.95 CASS/£12.95 DISK)/AMSTRAD (£8.95 CASS/ £14.95 DISK)/ SPECTRUM (£7.95)
- VERSION TESTED: C64
- REVIEWER: EUGENE

When I played *Combat School* against Marillion's keyboard player at the Family Leisure Centre in Old Compton Street – oh sorry, didn't I tell you, Mark Kelly and I had a great old time of it playing the Konami game.

Not that I'm one to drop names or anything but I certainly did get an idea of just how tough a game *Combat School* is when I came up against the Marillion pop star.

Event one is the **Assault Course** which is definitely the joystick buster of the year. It's a waggler. You know the routine – shake the thing like crazy to make your soldier leg across the screen – over walls, swinging from bar to bar, and then making a mad dash for the finishing line as the clock ticks away.

The **Rifle Range** is where things start to get really tough – in fact when I played the game against Mark Kelly, who as I may have explained earlier is Marillion's keyboard player, I ran into considerable grief.

The **Arm Wrestling** event is a bit of a non event really.

The **Iron Man Race** is your second assault course, and much tougher. It too requires you to cross rivers with the aid of a canoe.

If you fork out for *Combat School* you are guaranteed several hours of fun. Possibly the best coin op conversion of the year and an extremely deserving *C+VG Hit.*

GRAPHICS	8
SOUND	8
VALUE	9
PLAYABILITY	9

C+VG HIT!

BOXERS MAIL OUT

LEAP YEAR SALE

P.O. BOX 1035, ENFIELD, MIDDLESEX,EN1 IPG

KNOCKOUT PRICES-KNOCKOUT SERVICE

FEBRUARY 88

SPECTRUM

PUB GAMES	2.99
URIDIUM	2.99
CODE NAME MATT II	2.99
HYPERBALL	2.99
SUPERMAN	2.99
TWISTER	2.99
INTERNATIONAL KARATE	2.99
BROAD STREET	2.99
WAR ON WANT	2.99
HERO	2.99
ENDURO	2.99
BOULDERDASH	2.99
BOULDERDASH 2	2.99
TRANS ATLANTIC BALLOON CHAG.	2.99
VIRGIN ATLANTIC CHALLENGE	2.99
GROWING PAINS OF ADRIAN MOLE	2.99
GREYFELL	2.99
DOGFIGHT 2187	2.99
DEACTIVATORS	2.99
HYBRID	2.99
BRIDE OF FRANKENSTEIN	2.99
DEAD RINGER	2.99
MOUNTIE MICKS DEATHRIDE	2.99
TRIAXOS	2.99
KILLER RING	2.99
FOOTBALL MANAGER	2.99
HEADCOACH	2.99
PRESIDENT	2.99
ARMY MOVES	3.50
HARD BALL	3.50
TEN COMPUTER HITS	3.50
10th FRAME	3.50
STARFOX	3.50
STAR RAIDERS II	3.50
LEGEND OF KAGE	3.50
SHADOW SKIMMER	3.50
XEVIOUS	3.50
MAG MAX	3.50
SKYFOX	3.50
OFF THE HOOK	3.50
NEXUS	3.50
AVENGER	3.50
FUTURE KNIGHT	3.50
NOW GAMES 3	3.50
JAILBREAK	3.50
MICROVALUE V2	3.75
MICRO VALUE	3.75
SKY FOX	3.75
FIVE STAR GAMES II	4.25
BALLBLAZER	4.25
BOMB JACK II	4.25
GO TO HELL	4.25
FOOTBALL MANAGER II	5.25
WONDER BOY	5.25
ROAD RUNNER	5.25
SOLD A MILLION 3	5.95
F15 STRIKE EAGLE	6.25
WORLD CLASS LEADERBOARD	6.95
RENEGRADE	6.95
ENDURO RACER	6.95
INDIANA JONES	6.95
COIN OP HITS	6.95
SOLID GOLD	7.95
EYE	7.95
CLUEDO	7.99
MONOPOLY	7.99
SCRABBLE	7.99
SCALEXTRIX	7.99
LEADERBOARD	7.99

COMM 64

WORLD CUP FOOTBALL	1.65
F A CUP FOOTBALL	1.65
PUB GAMES	2.99
GOLF	2.99
CODE NAME MATT 2	2.99
TURBO 64	2.99
PILOT 64	2.99
SUPERMAN	2.99
JET SET WILLIE	2.99
NEXUS	2.99
MANIC MINER	2.99
FIGHTING WARRIOR	2.99
ASSAULT MACHINE	2.99
BOULDERDASH 2	2.99
BOULDERDASH 1	2.99
AVENGHER	2.99
HEADCOACH	2.99
INTERNATIONAL KARATE	2.99
TRANS ATLANTIC BALLOON CHALLG	2.99
GROWING PAINS OF ADRIAN MOLE	2.99
DEACTIVATORS	2.99
CHALLENGE OF THE GOBOTS	2.99
HYBRID	2.99
BRIDE OF FRANKENSTEIN	2.99
TRIAXOS	2.99
PILE UP	2.99
GOLF CONSTRUCTION SET	2.99
NOW GAMES 3	2.99
FOOTBALL MANAGER	2.99
SUPER SUNDAY	2.99
PRESIDENT	2.99
SELECT ONE	2.99
GRANGE HILL	3.50
ELEVATOR ACTION	3.50
LEGIONS OF DEATH	3.50
MAG MAX	3.50
NOW GAMES 4	3.50
UCHI MATA	3.50
SUPER HUEY II	3.50
THING BOUNCES BACK	3.50
INDOOR SPORTS	3.50

COMM 64

EXPLODING FIST	3.50
GOONIES	3.50
TRANSFORMERS	3.50
FIST II	3.50
GAUNTLET	3.50
STAR RAIDERS II	3.50
COBRA	3.50
HARD BALL	3.50
KENNEDY APPROACH	3.50
WINTER GAMES	3.50
STAR GAMES 1	3.50
SAMURAI TRILOGY	3.50
TARZAN	3.50
DANDY	3.50
NUCLEAR EMBARGO	3.50
ON COURT FOOTBALL	3.50
WORLD SERIES BASEBALL	3.50
LEVIATHIAN	3.50
NOW GAMES 4	3.50
PAPERBOY	3.75
MICROVALUE V2	3.75
BOMB JACK II	4.25
COMPUTER HITS 5	4.25
WORLD GAMES	4.25
CHAMPIONSHIP WRESTLING	4.25
TAG TEAM WRESTLING	4.25
FOOTBALL MANAGER II	5.25
ENDURO RACER	5.25
LITTLE COMPUTER PEOPLE	5.25
SILENT SERVICE	5.75
ROADRUNNER	5.75
WORLD SERIES LEADERBOARD	5.75
LAST NINJA	5.95
WONDER BOY (DISC)	6.95
KONAMI COIN OP HITS	7.95
BOMB JACK 2	7.95
ENDURO RACER	7.95
CALIFORNIA GAMES	7.95
EPYX EPICS	7.95
SOLID GOLD	7.95
EYE	7.95
GAME SET & MATCH	10.95

AMSTRAD

ON THE OCHE	1.65
FOOTBALL MANAGER	2.99
CODE NAME MATT 2	2.99
SUPERMAN	2.99
INTERNATIONAL KARATE	2.99
GREYFELL	2.99
DEACTIVATORS	2.99
CHALLENGE OF THE GOBOTS	2.99
HYBRID	2.99
BRIDE OF FRANKENSTEIN	2.99
MOUNTIE MICKS DEATHRIDE	2.99
TRIAXOS	2.99
KILLER RING	2.99
XARQ	2.99
RANA RAMA	2.99
FOOTBALL MANAGER	2.99
PRESIDENT	2.99
TUJAD	2.99
LORDS OF MIDNIGHT	2.99
JET SET WILLY	2.99
SAMURAI TRILOGY	3.50
IMPOSSABALL	3.50
DANDY	3.50
TRAIL BLAZER	3.50
THE ANIMATOR	3.50
AUFWEIDERSEN MONTY	3.50
TOP GUN	3.50
T.T. RACERS	3.50
WINTER GAMES	3.50
10th FRAME	3.50
KUNG FU MASTER	3.50
DRAGONS LAIR II	3.50
STAR GAMES 1	3.50
DRAGONS LAIR	3.50
GAUNTLET	3.50
TAU CETI	3.50
EXPRESS RAIDER	3.50
MICRO VALUE	3.75
MICROVALUE V2	3.75
BOMBJACK II	4.25
COLOSSUS CHESS 4	5.25
FOOTBALL MANAGER II	5.25
TRIVIAL PURSUIT	5.75
ROAD RUNNER	7.95
WORLD CLASS LEADERBOARD	7.95
ENDURO RACER	7.95
WORLD GAMES	7.95
COIN OP HITS	7.95
SOLID GOLD	7.95
GAME SET & MATCH	10.95

IBM PC

AM/FM TRIVIA 1	7.95
AM/FM TRIVIA 2	7.95
AM/FM TRIVIA 3	7.95
BOULDERDASH 1	7.95
BOULDERDASH II	7.95
WHEEL OF FORTUNE	7.95
MIND DANCE	7.95
BACKGAMMON	7.99
BLACKJACK	7.99
ARMCHAIR QUARTER BACK	7.99
POKER	7.99
GREETING CARD MAKER	7.99
SIGN BANNER MAKER	7.99
CALENDAR & STATIMAKER	7.99
ARCHON	12.95
FOOTBALL MANAGER	12.95
MUSIC CONSTRUCTION	12.95
PINBALL CONSTRUCTION	12.95
SUPER SUNDAY	12.95

FOOTBALL MANAGER 11

SPEC 5.25
C64 5.25
AMSTR 5.25

GAME OF THE YEAR

ALL PRICES INCLUDE V.A.T. AND DELIVERY WITHIN THE U.K.

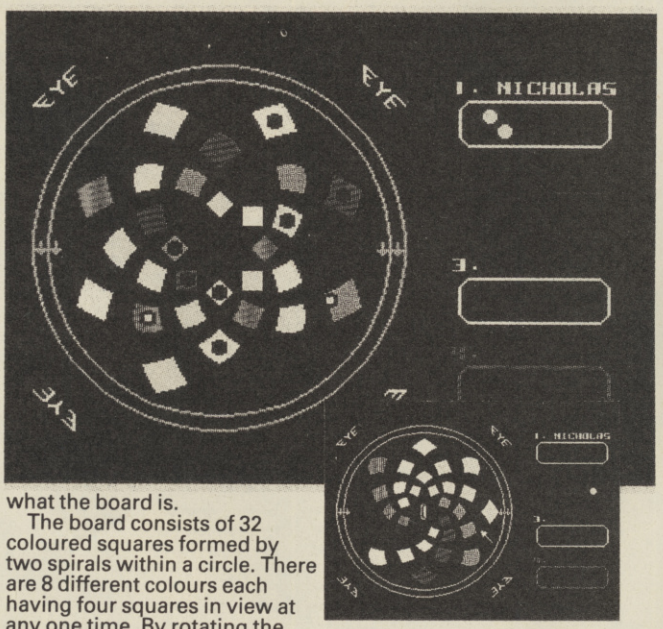
EXPORT CUSTOMERS, PLEASE ADD £1.50 TO COVER POSTAGE. PAYMENT MUST BE IN STERLING

PLEASE MAKE CHEQUES/POSTAL ORDERS PAYABLE TO BOXERS MAIL OUT

PLEASE REMEMBER THE FORMAT

EYE

- MACHINE: CBM 64/SPECTRUM 48/128K/SPECTRUM PLUS 3/ ATARI ST/AMSTRAD
- SUPPLIER: ENDURANCE GAMES
- PRICE: £9.95 (SPECTRUM/CBM 64/ AMSTRAD CASS)/£14.95 (CBM/ AMSTRAD DISK AND ATARI ST)
- VERSION TESTED: CBM 64
- REVIEWER: PAUL



Hey, cosmic, man. Pretty colours all moving about, in ever-changing spirals. This is weird.

But stick with it because *Eye* – based on this year's big board game smash – is confusing at first sight, simple to learn once you actually start playing and has that hook, hook, hookability – to keep you playing for eons.

If you get *Eye* for Christmas – either on computer or board game – the whole family will have a fun time.

As I said before, I didn't really understand the game until I started playing and the realisation suddenly dawned. It's basically a simple idea, much easier than chess to learn, but just as complex in its endless strategies.

But before describing the aim of the game, it's best to know what the board is.

The board consists of 32 coloured squares formed by two spirals within a circle. There are 8 different colours each having four squares in view at any one time. By rotating the spirals it is possible to change the visual position of the squares of each colour. The position of the squares of each colour is called a pattern and by rotating the spirals you will notice there are four patterns, the Long spiral, the Short spiral, the Straight line and the Circle. Got it? You will, don't worry.

Also shown on the board is the player's Status box. This is used initially to indicate the number of counters to be placed by a player during set-up and afterwards to indicate "controlled colours" that a player may capture during the course of a game.

Now the object of the game is to get the required number of your counters onto the corresponding colour squares on the game board. Simple, eh?

Up to four people can play.

The winner of a two player game is the person who manages to get four of his counters onto his colour pattern on the board. Each player starts with six counters and takes it in turn to place one piece at a time onto an unoccupied square on the board.

A move is made either by moving a player's own counter to an adjacent square or by moving one of the spiral wheels clockwise or anti-clockwise. A player on their turn may move their counters and/or turn the wheel in any combination or direction up to the total number of moves allowed. A player is not allowed to place a counter on an already occupied square, nor to "jump" over occupied squares.

The rules for three or four players are much the same.

You can see the complexities that are already beginning to build from a simple idea. All that's left to say is play the game.

And don't forget to check out the packaging. It's probably the most lavish we've seen for a reasonably priced game.

There is also a book on the market which, apparently, includes all the spiral patterns that can be made on the board game. So it looks as though there's an *Eye* industry beginning to grow. We've even heard that and *Eye II* could be in the offing.

GRAPHICS	8
SOUND	8
VALUE	10
PLAYABILITY	10

C+VG HIT!

TETRIS

- MACHINE: ATARI ST/AMIGA/C64
- SUPPLIER: MIRRORSOFT
- PRICE: CBM 64 £8.99 (CASS)/ £12.99 (DISC)/ST/AMIGA £19.99.
- VERSION TESTED: COMMODORE 64 TAPE
- REVIEWER: DAVID

Tetris has got to be one of the most addictive games released this year. Originally programmed in Russia on the IBM, this wonderful arcade puzzler is being converted to most major 8 bit and 16 bit formats in the next couple of months.

As with many of the best games, the idea behind *Tetris* is beautifully simple. A variety of shapes appear at the top of the rectangular play area, and begin dropping to the bottom. All you have to do, is guide the shapes down so that they fit together, jigsaw-like, leaving as few gaps as possible.

Whenever a horizontal line is completely filled by shapes, it disappears, leaving just those lines with gaps. If you allow the build-up of shapes to reach the top of the play area, the game is over.

The advantages of fitting the pieces together efficiently are twofold. Firstly, although points are awarded for every piece placed, you score bonus for every completed line. Secondly, the quicker you fill up a whole line, the quicker it disappears leaving more vertical distance for other shapes to fall, giving you more time to work out where to put them.

There are seven different shapes including Ts, Ls, Is, and squares. As they drop, you can move them from side to side and rotate them until you're happy they are in the right orientation and are dropping in the right place.

As your score builds up, so does the rate at which the shapes drop down the screen. Sooner or later you will start to make mistakes leaving gaps in an ever growing shape mountain.

Of course the bigger the mountain, the less time you have to get yourself out of the mess, and before you know it, new shapes have settled on top, giving you even more of a headache.

By selecting one of the game's ten levels, you determine the initial dropping rate of the shapes, but the scoring mechanism elegantly compensates those that are brave, or stupid, enough to start on the more advanced levels, by awarding more points for each shape placed and line made. Thus it is possible for players, effectively playing with different handicaps, to compare their performances.

Tetris is nicely rounded off with an atmospheric 25 minute sound track which fits the mood of the game perfectly.

Although the game itself cannot boast amazing graphics or digitised sound effects, neither are needed and indeed would only serve as a distraction from what is a brilliant, and totally addictive game.

In fact, the boss of Broderbund, a leading US software house, has gone on record publicly as saying that turning down *Tetris* was the single biggest mistake of his commercial life. . . enough said!

Highly recommended. I wonder how many other game ideas are brewing back in the USSR!

GRAPHICS	8
SOUND	9
VALUE	10
PLAYABILITY	10

C+VG HIT!

JUST THINK

What if you could buy all these hit games in a special pack for the price of one... Wouldn't that be fantastic?

And what if there was an extra FREE game included – say the best selling martial-arts simulation "Yie Ar Kung Fu". Wouldn't that be sensational?

WELL NOW YOU CAN!

It's called...

THE MAGNIFICENT SEVEN

And of course it's courtesy of

ocean®

SPECTRUM, AMSTRAD, COMMODORE CASSETTE 9·95

DISK 17·95

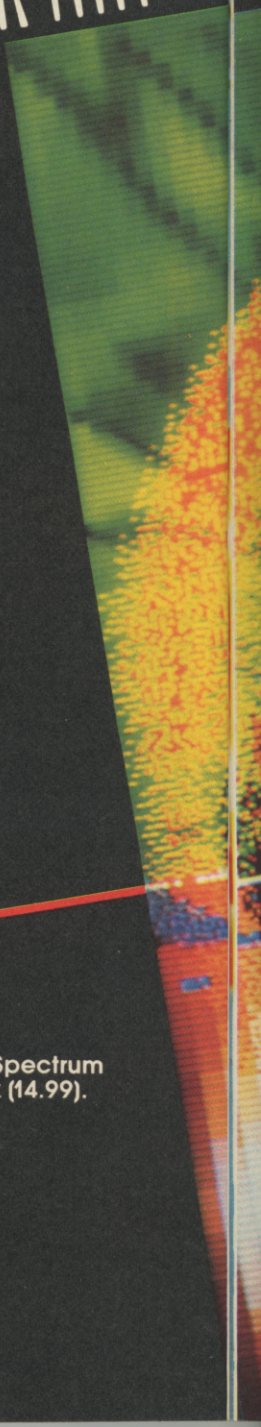
You can buy it on December 1st O.K.?

Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone: 061-832 6633 · Telex: 669977

SOMETHING HORRIFYING AND INEX

SCHWARZENEGGER

PREDAT



Nothing like it has ever been on Earth before. It came for the thrill of the hunt. It picked the wrong person to hunt. YOU!

Commodore 64/128 Cassette (£9.99) and Disk (£14.99). ZX Spectrum 48K/128K/+ (£9.99). Amstrad CPC Cassette (£9.99) and Disk (14.99). Atari ST (£14.99).
Mail Order: Activision (UK) Ltd. Units 3 & 4 Lloyds Close Finedon Road Industrial Estate Wellingborough Northampton NN8 4SR Tel: (0933) 76768
American Express, Visa and Access Cards welcome

ACTIVISION®

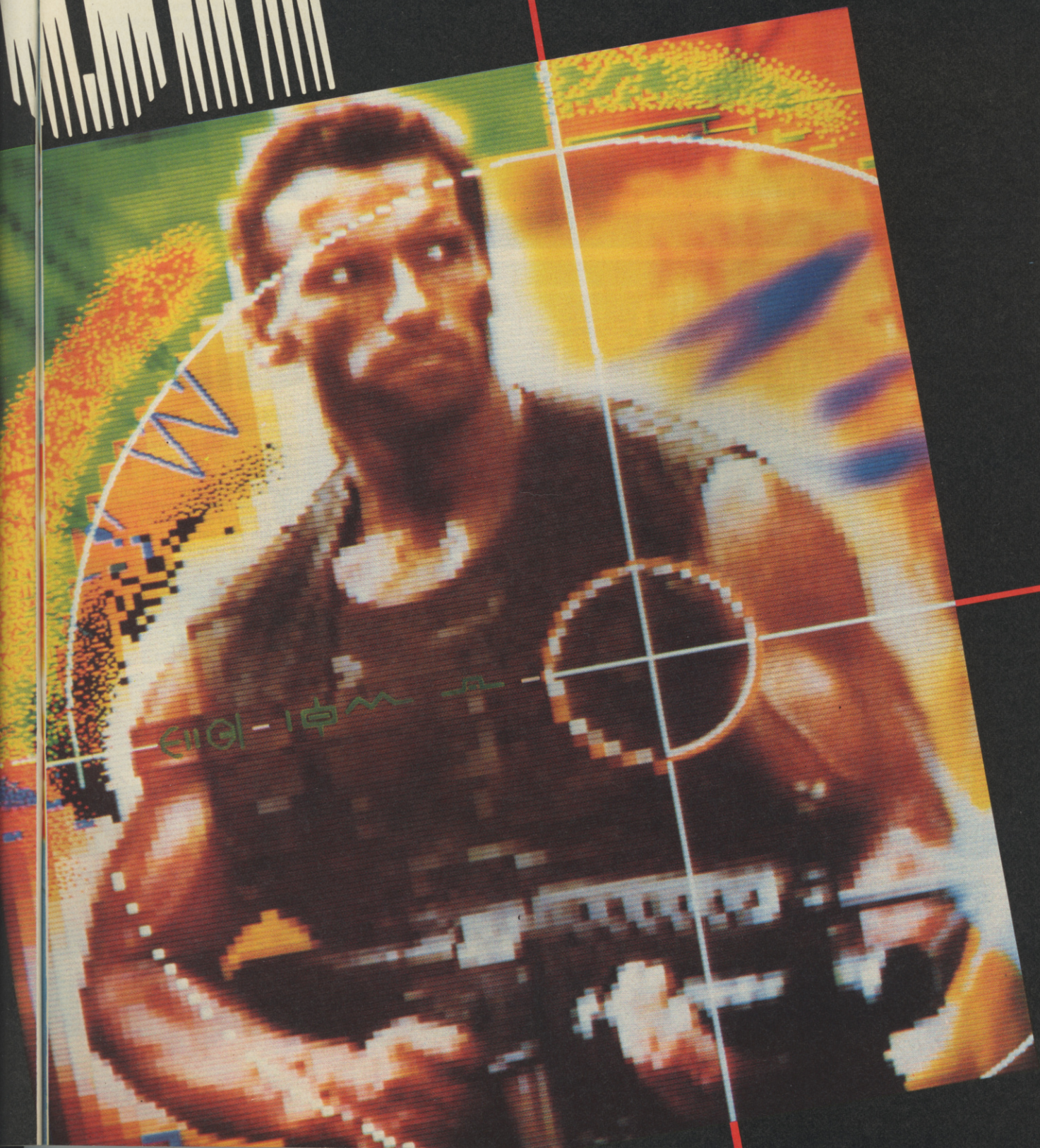
©1987 Twentieth Century Fox Film Corp. All rights reserved. Trademarks owned by Twentieth Century Fox Film Corp. and used by Activision Inc. Under Authorisation.

Game concept, design and graphics by System 3.

American Express, VISA Visa Access

EXPLICABLE IS GOING TO HAPPEN.....

TM



C+VG REVIEWS

BONE CRUNCHER

- MACHINE: CBM64/128
- SUPPLIER: SUPERIOR SOFTWARE
- PRICE: £11.95 (disc)
- REVIEWER: JOHN

Meet Bono, a friendly dragon who would make Arthur Daley proud. He lives in a seaside castle and is on to a nice little earner by making soap for the monsters who bathe in the waters around his home.

His business partner, Fozzie – who's a green elfy-thing and not a bear – will help you collect the skeletons you need to make the soap and protect you from the evil monsters which inhabit the lower reaches of the castle and could kill you during your bone-hunt . . .

Okay, that's the cute scenario finished. Now, on with the game which is a load of dross – and after seeing Superior's *Zarch* I'm surprised the company could let its standards drop so low.

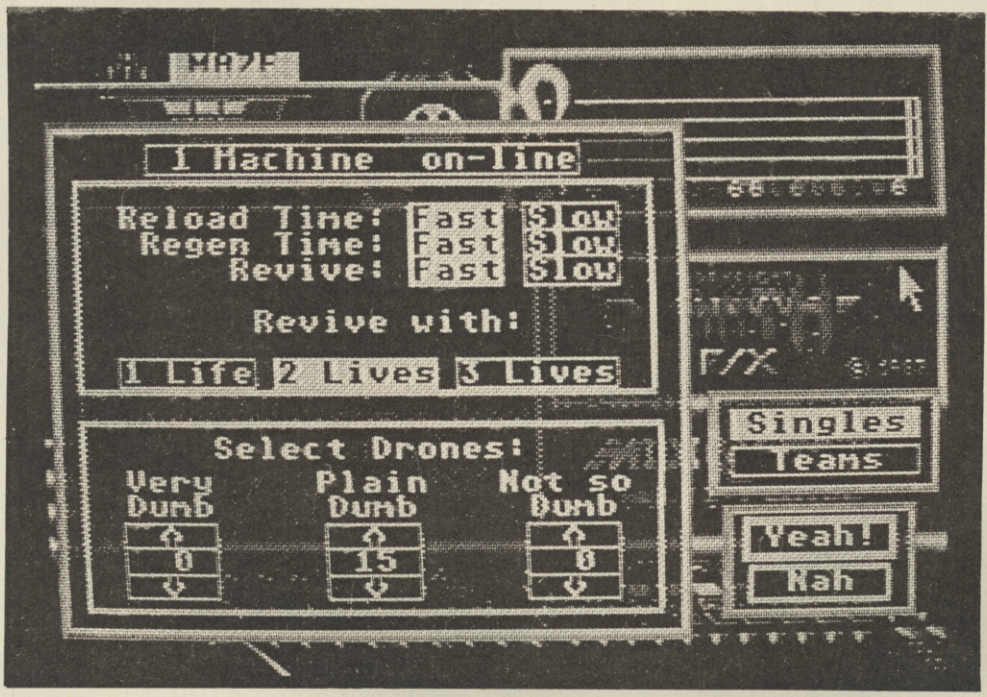
There are 22 maze sections in the castle, each one of which has a set of increasing dangers. Bono needs five skeletons to make a bar of soap in the caudron which he keeps close-by. Each castle chamber contains at least 25 skeletons and you need to make five bars of soap before you can progress to the next part of the castle. Once you've made them you must deliver your goods from the castle rampart to the bathing uglies waiting in the water below.

Your path through the chambers in search of bones is hampered by the most flat-faced, boldly drawn monsters I've seen since the days of low resolution BBC model A arcade games – how low you can get. The slime-slicked walls and floors are also infested by spiders, who like to eat skeletons, and Glooks, which'll follow the smell of soap but are ultimately harmless.

Glooks can be used to bait traps for the evil monsters which'll kill you on sight. Just use the bar of soap you're carrying to manipulate the Glooks and the marauding monster into a corner or against a wall. The monsters suffer from hydrophobia and, if they can't move they die.

Alternatively, you can rely on your buddie Fozzie to keep the monsters and spiders at bay. He sticks around you through thick and thin and will hold back monsters while you pass through evil-inhabited passageways. He's not invincible, though, and you may have to give him a gentle push to get him going after a monster or spider's battered him senseless.

Monsters can also be destroyed if you force them down trapdoors. Some monsters may also be trapped in the sticky castle earth, but you shouldn't leave them there because they could escape. Remove the earth and use the Glooks to bung the beastie



MIDIM

- MACHINE: ATARI ST
- SUPPLIER: HYBRID ARTS
- PRICE: £34.95
- VERSION TESTED: ATARI ST
- REVIEWER: CHRIS JENKINS

If you have 16 Atari STs, or sixteen friends with an ST each, then *MidiMaze* is for you. Let us explain. . .

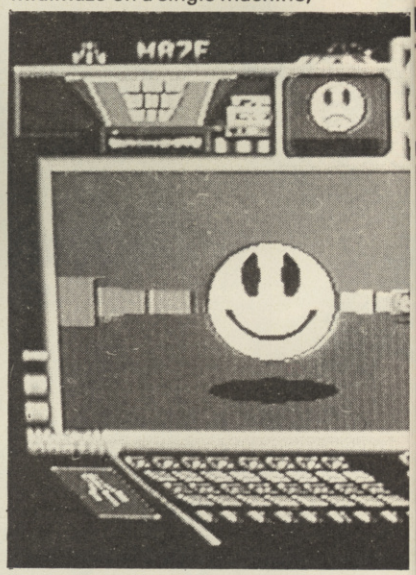
MidiMaze is the first game from US software company Hybrid Arts, best known for professional-standard MIDI music packages. Written by Xanth FX, the team responsible for the famous *Shiny Bubbles* graphics demo, *MidiMaze* is technically sophisticated, despite being based on a very old chase-around-a-three-dimensional-maze idea.

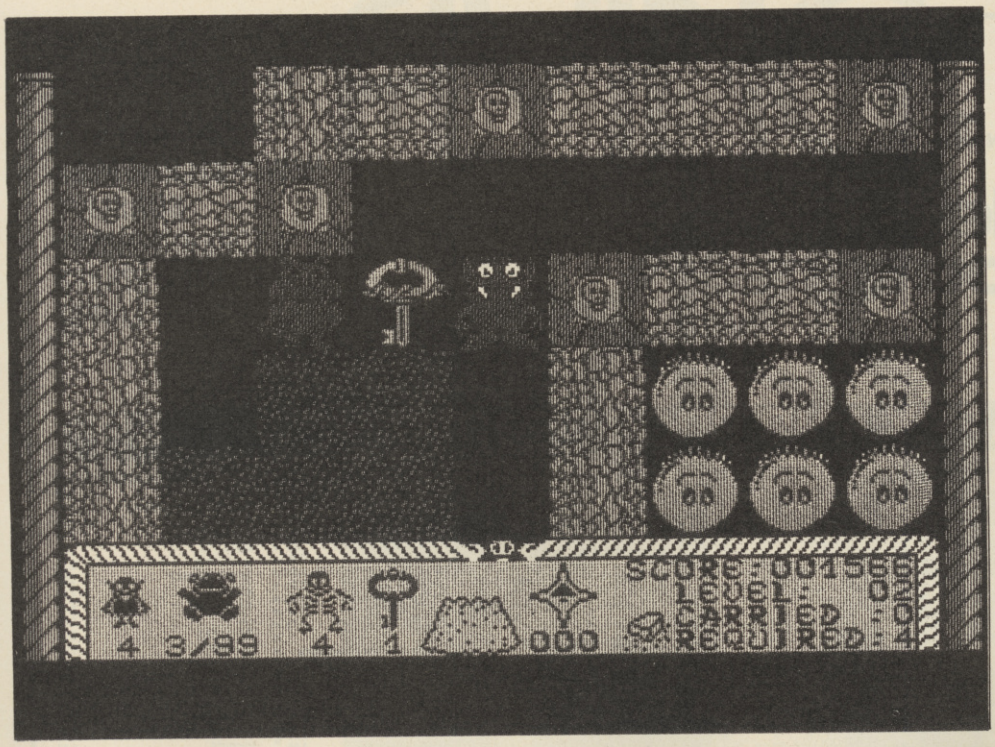
The difference in this case is that you control a homicidal Smiley Face, and your task is to hunt down and exterminate fifteen other Smileys. You can chase them through the mazes blasting away, or play a waiting game, jumping out from behind walls to ambush them or sneaking up from behind. The amount of strategy involved in the game depends largely on the skill levels set for the fifteen enemy Smileys, which can be controlled either by the computer or by another player seeing the maze from his own viewpoint on his own ST.

Up to sixteen STs can be networked together using the MIDI ports, which are usually used to control synthesisers and other electronic instruments.

There's even a facility called MidiCam by which one ST can be used as a game monitor by non-players. The MidiCam machine will display a map of the maze showing the position of all the players, and switch to the viewpoint of any Smiley.

Although you can play *MidiMaze* on a single machine,





down a trapdoor.

The most exciting part of the game package is the badly drawn cartoon on the back of the instruction leaflet. It makes up, in some ways, for the baby graphics and the antiquated BBC-Superior thinners of the game.

- **GRAPHICS** 4
- **SOUNDS** 4
- **VALUE** 4
- **PLAYABILITY** 5

MAZE

the real fun starts when you get several players together. You can even play a team game by defining groups of Smileys which cannot shoot each other.

- **GRAPHICS** 8
- **SOUND** 9
- **VALUE** 7
- **PLAYABILITY** 8

CHAMONIX CHALLENGE

- **MACHINES: ATARI ST, PC, AMIGA, C64, AMSTRAD CPC RANGE**
- **SUPPLIER: INFOGRAMES**
- **PRICE: £19.95 ST, PC, AMIGA, C64, AMSTRAD CPC: £9.95 (TAPE) AND £14.95 (DISK)**
- **VERSION TESTED: ATARI ST**
- **REVIEWER: DAVID**

French software designers and programmers can always be relied on to come up with games that are a little different, often devoid of any kind of violence (that makes them different from a start!), and covering subjects as diverse as water-ski-ing and blowing bubbles.

Infogrames' latest release, *Chamonix Challenge*, definitely falls into this category but, like many other games from the same stable, a little imagination and creativity has turned a potentially boring subject into an interesting simulation.

The subject in question is mountaineering, Alpine to be precise. *CC* gives you the chance pick one of six routes to the top of a mountain range. The routes vary in difficulty, each with its own set of challenges, requiring a different mix of skills and equipment.

Having chosen a route, you can also decide the season (summer or winter), and your time of departure. Both these variables affect the type of climb you can expect. Obviously, if you start at the crack of dawn, you'll get in a full days climbing before having to stop for the night. In the winter, not only will the weather be more severe, but the number of hours of daylight is also radically reduced.

There are 22 different objects used for climbing, as well as other supplies to choose from.

As in an adventure game, some objects can only be used if you have others as well. For example, there's not much point in taking a set of pitons (anchor points), unless you also have a hammer to knock them into the rock.

The screen is divided into an action window and a number of sub-windows and menus which appear at the appropriate moments. The action window shows a side-on view of the climber when on snow plains and slopes, and a 'behind the climber' view when he is on the rock face.

The joystick does different things depending on what surface you are on at the time. These include testing the integrity of the ground in front of you with an ice pick, jumping over crevasses, picking things out of the rucksack, hammering and inserting ice axes into the ice, and moving individual limbs up to a higher foothold on the rock face, and then dragging yourself up.

Much of the joystick control requires patience and thought rather than speed and dexterity, and some actions, notably climbing rock faces and ice slopes, are somewhat frustrating.

Other areas of the screen include a graphic of your sunglasses (showing a reflection of the route ahead), the temperature, time, and altitude, the state of your climber (he even shivers if you don't give him warm enough clothes), a safety guide, and a graphical display of a cable car showing the distance between you and that summit.

Other menus, such as your inventory, appear when you access parts of the screen, in this case by clicking the cursor over the rucksack.

What is good about *Chamonix Challenge* is the authenticity of the interplay between the climber, his environment, and the tools at his disposal which can, if used intelligently and correctly, be used to cope with most of the eventualities an alpine mountaineer might encounter.

Make no mistake, this is no arcade or adventure game, but a richly graphical, creatively conceived and implemented climbing simulation that will appeal to anyone interested in the sport, but may prove less than stimulating to the purist arcader.

- **GRAPHICS** 9
- **SOUND** 7
- **VALUE** 8
- **PLAYABILITY** 7

NOW TAKEN VISA

Castle Computers

CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

A VERY HAPPY AND PROSPEROUS NEW YEAR

SPECTRUM SPECIAL OFFERS

COMBAT SCHOOL	5.25
MAD BALLS	5.25
GRYZOR	5.25
GAME SET & MATCH	9.50
PHANTIS	5.25
RASTAN	5.25
NAVY MOVES	5.25
MATCHDAY II	5.25
PSYCHO SOLDIER	5.25
VICTORY ROAD	5.25
THUNDERCATS	5.50
BUGGY BOY	5.50
OUTRUN	6.50
ACTION FORCE	6.95
JACKAL	5.50
720°	6.50
STARWARS	6.95
NIGEL MANSELL GRAND PRIX	6.95
GAUNTLET 2	6.50
SOLID GOLD	6.95
BOOT CAMP	6.50
FLYING SHARK	5.50
TRANTOR	6.45
RENEGADE	5.50
BUBBLE BOBBLE	5.50
LAST NINJA	6.50
W CLASS L'BOARD	6.50
TAI PAN	5.50
JACK NIPPER II	5.50
RODE RUNNER	6.50
HIT PACK 6 VOL II	6.95
GUNSHIP	6.95
EXELON	5.50
NINJA HAMPSTER	6.50
INDIANA JONES	6.50
SOLOMONS KEY	6.50
LAST MISSION	6.50
SENTINEL	6.95
PEGASUS BRIDGE	9.50
ENDURO RACER	6.95

SPECTRUM SPECIAL OFFERS

INTO THE EAGLES NEST	2.99
INTERNATIONAL KARATE	2.75
HEAD COACH	2.75
FOOTBALL MANAGER	2.75
FA CUP FOOTBALL	2.99
CHALLENGE OF GOBOTS	2.99
CITY SLICKER	1.99
VIRGIN ATLANTIC CHALL	1.99
BUTCH HARD GUY	2.99
SOREDONS SHADOW	2.99
ORBIX THE TERROBALL	2.99
ELITE	7.50
PROHIBITION	4.95
SHOCKWAY RIDER	2.99
FALCON PATROL II	1.99
DRAGONS LAIR II	3.95
I.C.U.P.S.	1.99
STAINLESS STEEL	2.99
DRAGONS LAIR	2.99
ZOIDS	2.99
QUARTET	5.95
DYNAMITE DAN 2	2.99
FOOTBALLER OF YEAR	2.99
TRIAXOS	2.99
BUBBLER	3.95
DEEP STRIKE	2.99
THANATOS	2.99
DAN DARE	2.99
HIVE	2.99
KINETIK	2.99
OFF THE HOOK	2.99
CHALLENGE GOBOTS	2.99
LEADERBOARD	4.95
30 GAMES	4.95
GAME OVER	3.95
JAIL BREAK	2.99
NEMESIS FINAL CHALL	2.99
NEMESIS WARLOCK	2.99
PSI 5 TRADING CO	2.99

SPECTRUM SPECIAL OFFERS

IRON HORSE	5.50
FOOTBALL DIRECTOR	6.50
FOOTBALL MANAGER II	6.95
PACLAND	6.50
SIDE ARMS	6.50
MAGNIFICENT 7	6.95
GARRY LINEKER SOCCER	5.50
ACE 2	6.95
SALAMANDER	5.50
SCALEXTRIC	6.95
VULCAN	6.95
BISMARK	6.95
TOBRUK	6.95
THEATRE EUROPE	3.95
BATTLE OF BRITAIN	3.95
RYGAR	6.50
STARGLIDER	10.50
F15 STRIKE EAGLE	6.95
THE PAWN	10.95
ZYNAPPS	5.50
HYDROFOOL	5.50
KILLED UNTIL DEAD	6.95
BARBARIAN	6.95
MYSTERY ARHAM MANOR	5.50
SUPER SPRINT	6.95
CALIFORNIA GAMES	6.50
DRUID II	5.50
BANGKOK KNIGHTS	6.95
CONFLICTS II	5.50
MASK	6.50
DEATH WISH 3	5.50
ARMAGEDDON MAN	9.50
RED L.E.D.	6.50
HIGHLANDER	2.99
DOG FIGHT 2187	2.99
EXPLORER	2.99
CAMELOT WARRIORS	2.99

MUST GO! SILLY PRICES!

DEATH SCAPE	2.99
RANA RAMA	2.99
GUN RUNNER	2.99
GALVAN	2.99
BRIDE FRANKSTEIN	2.99

SPECTRUM 128 OFFERS

GLADIATOR	2.99
TAU CETI	2.99
HACKER	2.99

MORE SPECTRUM SPECIAL OFFERS

ZULU WAR	3.95
CORONIS RIFT	2.99
DEATH SCAPE	2.99

C64 SPECIAL OFFERS

MADBALLS	6.25
MATCHDAY II	6.25
STEALTH FIGHTER	10.95
AIRBOURNE RANGER	10.95
PSYCHO SOLDIER	6.25
COMBAT SCHOOL	6.25
VICTORY ROAD	6.25
OUTRUN	6.75
SUPER SPRING	6.75
RASTAN	6.25
GRYZOR	6.25
PHANTYS	6.25
THUNDERCATS	6.75
BUGGY BOY	6.75
HIT PACK 6 VOL II	6.95
TAI PAN	6.50
RENEGADE	6.50
W CLASS L'BOARD	6.95
CALIFORNIA GAMES	6.95
INDIANA JONES	6.95
SOLOMONS KEY	6.95
RYGAR	6.95
RODE RUNNER	6.95
ELITE	7.50
GUNSHIP	10.50
LIFE AMMO	6.75
SUPER HANG-ON	6.75
MASK 2	6.95
FLYING SHARK	6.50

C64 SPECIAL OFFERS

EAGLES NEST	2.99
THE BOGGIT	2.99
FOOTBALL MANAGER	2.99
HEADCOACH	2.99
INTERNATIONAL KARATE	2.99
BREAKTHROUGH	2.99
CRYSTAL CASTLES	1.99
SUPERMAN	2.99
INTERNATION KARATE +	6.75
TOMAHAWK	£2.99
NOW GAMES 4	5.95
LORDS OF MIDNIGHT	2.99
DOMARKS REVENGE	4.95
HOT WHEELS	2.99
SHAO LINS ROAD	3.95
FA CUP FOOTBALL	2.99
BALL BLAZER	1.99
NODES OF YESOD	2.99
SPORTS PACK	4.99
MAGNIFICENT 7	6.95
SIDE ARMS	6.95
SILENT SERVICE	5.50
FIST II	3.95
SPACE HARRIER	3.95
IRON HORSE	6.50
YOGI BEAR	6.50
JUDGE DREDD	2.99
JAIL BREAK	2.99
NEMISIS FINAL CHAL	2.99
EAGLES	2.99
RANA RAMA	2.99
NEMISIS WARLOCK	2.99
CHOLO	4.99
GREAT ESCAPE	2.99
WERNER	2.99
MARIO BROS	2.99

C64 SPECIAL OFFERS

ALLEYCAT	2.99
BOULDERDASH CON KIT	3.95
NOMAD	1.99
GLIDER RIDER	2.99
MUTANTS	2.99
RAMPARTS	6.95
SHORT CIRCUIT	3.95
ASTERIX	2.99
GAUNTLET 2	6.95
720°	6.95
PARALLAX	2.99
SOLID GOLD	6.95
DEACTIVATORS	2.99
TAG TEAM WRESTLING	3.95
GOLF CONST SET	3.95
NUCLEAR EMBARGO	3.95
STAR WARS	6.95
BAZOOKA BILL	2.99
VIKINGS	2.99
COMIC BAKERY	1.99
GUNBOAT	6.95
PACLAND	6.95
FOOTBALL MANAGER 2	6.95
TIGERS IN THE SNOW	3.95
MASTERS OF UNIVERSE	6.95
JACK THE NIPPER	2.99
YIE AR KUNG FU II	3.95
AVENGER	2.99
BISMARK	6.95
CYBORG	3.95
DEATH OR GLORY	3.95
CONVOY RAIDER	6.50
KAYLETH	3.95
DODGY GEEZERS	2.99
LIVING STONE	6.50
DOUBLE TAKE	2.99
DOGFIGHT 2187	2.99
DEATH SCAPE 2000	2.99

TO ALL OUR CUSTOMERS

C64 DISCS

BORED OF RINGS	2.99
WORLD TOUR GOLF	11.95
W CLAS L'BOARD	10.50
THE INHERITANCE	4.95
SHADLINS ROAD	5.95
BOBBY BEARING	4.95
CAMELOT WARRIORS	5.95
DANDY	4.95
THE VIKINGS	4.95
VERA CRUZ	6.95
B24 BOMBER	13.95
I.C.U.P.S.	4.95
MISSION ELEVATOR	5.95
JUDGE DREDD	5.95
BOULDERDASH CON KIT	13.95
DRAGONS LAIR	5.95
SKY RUNNER	5.95
MECH BRIGADE	15.95
BATTLE OF ANTIETAN	15.95
WARSHIP	15.95
RAMBO	3.95
INFODROID	2.99
TAI PAN	10.50
RENEGADE	10.50
EPICS EPYX	10.50
GUNSHIP	14.95
DEFENDER OF CROWN	10.50
TEMPLE OF APSHI (Tril)	4.95
BISMARK	10.50
RODE RUNNER	10.50
GUILD OF THIEVES	14.95

THEY'RE ALL SSI DISCS TO CLEAR!

GETTYSBURG	12.95
REBEL CHARGE OF CHICKAMAUGA	12.95
RDF	11.95
GEMSTONE HEALER	9.95
PANZER GRENADIER	12.95

AMSTRAD SPECIAL OFFERS

HOT RUN STONE	1.99
TAPPER	1.99
KNIGHT RIDER	2.99
STARSTRIKE II	2.99
FUTURE KNIGHT	2.99
NODES OF YESOD	2.99
SABOTEUR II	2.99
HIGHLANDER	2.99
DONKEY KONG	2.99
TENTH FRAME	2.99
COMMANDO	1.99
VIRGIN ATLANTIC CHALLENGE	1.99
EQUINOX	1.99
DODGY GEEZERS	2.99
STAINLESS STEEL	2.99
GRANGE HILL	1.99
GLEN HODDLE SOCCER	2.99
CAMELOT WARRIORS	2.99
PULSATOR	2.99
DURREL BIG 4	3.95
ALIEN 8	1.99
JAIL BREAK	2.99
FRANKIE GOES HOLLYWOOD	2.99
RANARAMA	2.99
THEY STOLE A MILLION	4.95
STARGLIDER	7.95
FOOTBALL MANAGER	1.99
SLAP FIGHT	3.95
INTERNATIONAL KARATE	2.99
IMPOSSABALL	1.99
DOG FIGHT 2187	2.99
CHALLENGE OF GOBOTS	2.99
BRIDE FRANKENSTEIN	2.99
COSMIC SHOCK ABSORBER	2.99
WERNER	2.99
MELBOURNE DRAW ON TAPE	6.95
BUGSY	1.99
IRON HORSE	6.50
SIDE ARMS	6.95
MAGNIFICENT 7	6.95
FOOTBALL MANAGER II	6.95
SOLID GOLD	6.95
720°	6.95
OUTRUN	6.95

ST SPECIAL OFFERS

BARBARIAN (PALACE)	10.95
T.N.T.	13.95
STARTREK	13.50
STARWARS	13.95
ROAD RUNNER	17.95
DEATH STRIKE	10.95
GUILD OF THIEVES	17.95
DEGAS ELITE	20.95
BUREAUCRACY	22.95
MOONMIST	22.95
KINGS QUEST II	22.95
HOLLYWOOD HIJINX	22.95
STRATREX	14.50
BALANCE OF POWER	22.95
STRIP POKER	14.50
SUPER HUEY	14.50
WINTER GAMES	17.95
STARGLIDER	17.95
TAI PAN	14.75
RENEGADE	14.95
ARMY MOVES	14.75
FLIGHT SIMULATOR II	42.50
PHANTASIE II	17.95
TERRORPODS	17.95
BARBARIAN	17.95
NINJA MISSION	6.95
SILENT SERVICE	17.95
W CLASS L'BOARD	17.95
HITCH HIKERS GUIDE	22.95
TOP GUN	14.75
SLAP FIGHT	14.75
PERRY MASON	14.50
LURKING HORROR	22.95
THE BARDS TALE	22.95
THE PAWN	17.95
WORLD GAME	17.95
GOLD RUNNER	P.O.A.
THE SENTINEL	14.95
AIRBALL	17.95
TRACKER	17.95
DEFENDER OF CROWN	21.50
FLIGHTS SIMULATOR II	34.95
MORTVILLE MANOR	13.99
HUNT RED OCTOBER	16.95

AMIGA SPECIAL OFFERS

FLIGHT SIMULATOR II	34.95
GUILD OF THIEVES	17.95
JUMP JET	10.95
BARBARIAN	17.95
TERRORPODS	17.95
GOLD RUNNER	17.95
DEFENDER OF THE CROWN	21.95
BMX CHALLENGE	7.95
BMX SIMULATORS	7.95
GUILD OF THIEVES	16.95
CARTING GRAND PRIX	7.95
SUPER HUEY	14.95
WIZARDS CROWN	21.95
TAI BOXING	7.95
SPACE BATTLE	6.95
PHALANX	6.95
DEMOLITION	6.95
STATIONFALL	21.95
HARDBALL	17.95
SHANGHAI	17.95
BUREAUCRACY	21.95
STARGLIDER	17.95
LAS VEGAS	7.95
STRIP POKER	7.95
TEMPLE OF APSHAI (Tril)	12.95
HUNT FOR RED OCTOBER	16.95
EARL WEAVER BASEBALL	17.95
CHESSMASTER 2000	17.95
LEADERBOARD	17.95
CHALLENGER	6.95
ARCTIC FOX	14.95
BORROWED TIME	17.95
SORCERER	21.95
DEADLINE	21.95
ENCHANGER	21.95
WITNESS	21.95
STARCROSS	21.95
DELUXE PAINT II	51.95
DELUXE MUSIC KIT	51.95
NINJA MISSION	7.50
FEUD	7.50
SPACE RANGER	7.50
WINTER GAMES	17.95
STRIP POKER II	P.O.A.

HARDWARE BARGAINS

SPECTRUM +2	£129.95
SPECTRUM +3	£165.95
AMSTRAD 464 MONO	£165.95
AMSTRAD 464 COLOUR	£275.95
ATARI 520 STM	£230.00
ATARI 520 STFM	£269.00
AMIGA 500 +MOD	£460.00
AMIGA 500 +SOFTWARE	£460.00
AMSTRAD 1512 FROM	£440.00
AMSTRAD 1640 FROM	£895.00

ALL PRICES INCLUDE VAT CARRIAGE £5 EXTRA

SEGA MASTER SYSTEM £94.95

LIGHT PHASER £42.95

THE NINJA	18.95	SUPER TENNIS	13.95
ENDURO RACER	18.95	MY HERO	13.95
WORLD SOCCER	18.95	TRANSBOT	13.95
QUARTET	18.95	ROCKY	23.95
OUTRUN	23.95	SPACE HARRIER	23.95
CHOPLIFTER	18.95	WONDER BOY	18.95
GANSTERTOWN	18.95	ASTRO WARRIOR	18.95
BLACK BELT	18.95	WILD GRAND PRIX	18.95

ANY GAME NOT RELEASED WILL BE SENT ON DAY OF RELEASE

BEST SERVICE, BEST PRICES
PHONE US NOW. WE WON'T BE BEATEN

P.P. Free on order over £5. Under £5 add 50p. Overseas £1 per game

FLYING SHARK

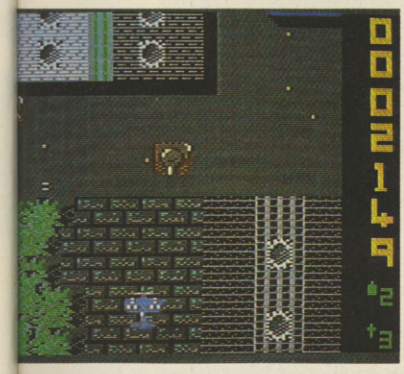
- MACHINES: SPECTRUM/CBM 64/ AMSTRAD/ATARI ST
- SUPPLIER: FIREBIRD
- PRICE: SPECTRUM (£7.95)/CBM/ AMSTRAD CASS and DISK (£8.95/ £12.95/£14.95)/ATARI ST (£19.95)
- VERSIONS TESTED: CBM 64/ SPECTRUM
- REVIEWER: PAUL

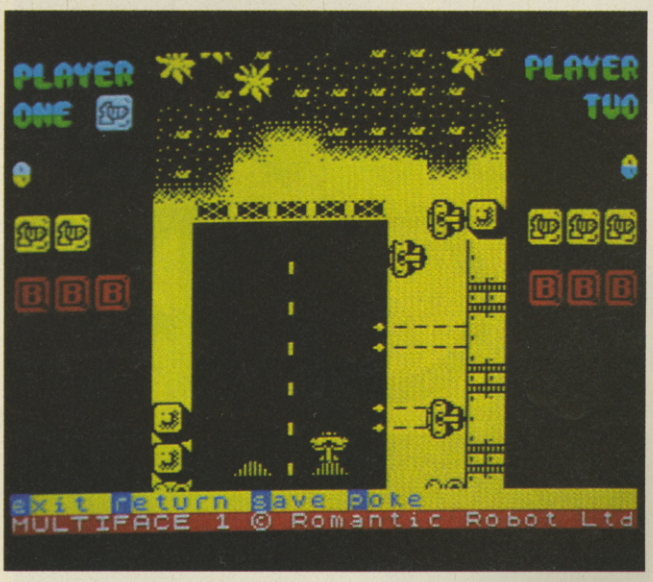
Taito's *Flying* Shark may be hot from the arcades but Firebird's conversion is really only lukewarm. Somehow it just fails to come alive. The shark has lost its bite.

However, if you've never played the coin-op, you won't know what you're missing.

Now it's own up time. I've never been the greatest Spectrum fan. The games have always suffered when compared to those on the Commodore 64. But I found *Flying Shark* much more playable on the Speccie than the 64. I was able to get much further into the game. Strange but true.

In both games you, as the lone pilot, take off from an aircraft carrier, armed with an endless supply of bullets and a few bombs to battle through five levels of planes, tanks, gun emplacements, patrol and battleships.





You need quick reactions to blast those pesky pilots out of the air. Hitting the space bar enables you to drop smart bombs which can wipe out a whole screen of opposition.

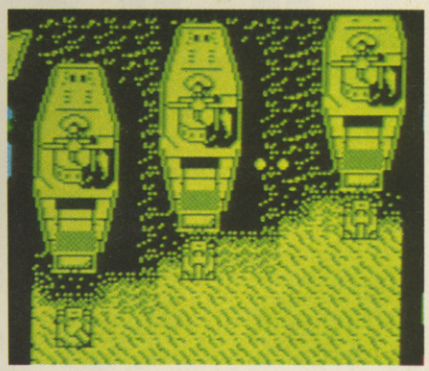
But you only have a limited supply, although you can pick up fresh supplies.

This game is all about scoring. By blasting the yellow squadron out of the sky you get 1000 points. Destroying the red planes you get extra firepower if you can pick up the symbol.

Wiping out the blue planes gives you the chance of an extra life.

And that's basically the game. It's ever onwards into the wide blue yonder. Finger on the fire button.

	SPEC	CBM 64
GRAPHICS	8	7
SOUND	6	7
VALUE	8	7
PLAYABILITY	8	6



GARFIELD

- GARFIELD: BIG FAT HAIRY DEAL
- MACHINES: CBM 64/SPECTRUM/ AMSTRAD/ATARI ST/AMIGA
- SUPPLIER: THE EDGE
- PRICE: SPECTRUM (£8.99) /CBM/ AMSTRAD (£9.99/£14.99) /ST/ AMIGA (£19.99)
- REVIEWER: PAUL
- VERSION TESTED: CBM 64

"Yawn. I'm getting tired," says Garfield the cat, after a lot of padding about.

I know how he feels. I keep waiting for the game to show its claws and see the fur fly but all I seem to get is "dum -de-dum-de-dum" or the occasional "Arrooo."

The *Garfield* industry, based on the creation of American cartoonist Jim Davis's huge – cartoons, toys, mugs, cups etc, etc, and now computer games.

And the game you get is graphically excellent, beautifully drawn cartoon characters, superbly and smoothly animated. I know nothing about *Garfield* or what he's about but The Edge programmers have given him a cutely roguish manner which is quite attractive.

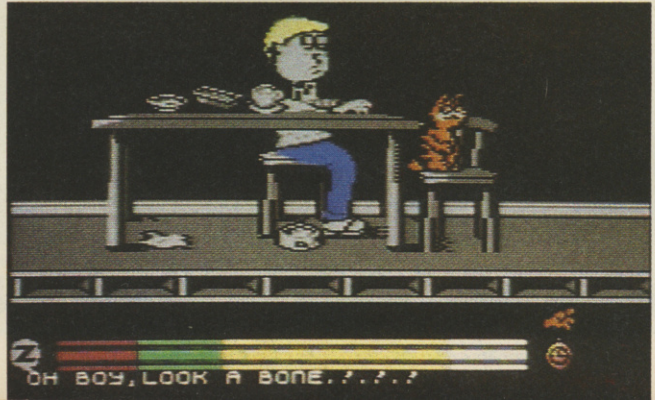
It's an arcade adventure in which our feline hero must rescue his beloved girlfriend, Arlene, from the City Pound.

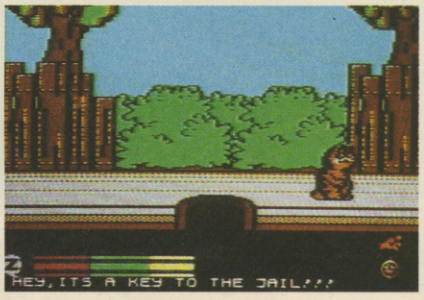
Anyway, Garfield and his pals – Odie, apparently the world's most stupid dog, and Nermal, the world's cutest cat – must find the pound.

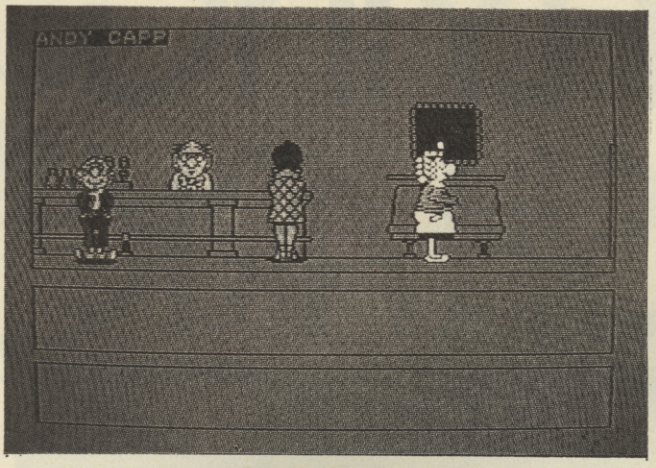
Garfield, besides being cute, is also a bit of a fat cat and as such requires regular feeding. He has "snack attacks" which must be satisfied. He also seems to require frequent rests – hence the "Yawn. I'm getting tired," In fact, if he gets too tired, it's Game Over.

To sum up, Garfield looks good but the play is a little slow.

GRAPHICS	9
SOUND	8
VALUE	7
PLAYABILITY	7

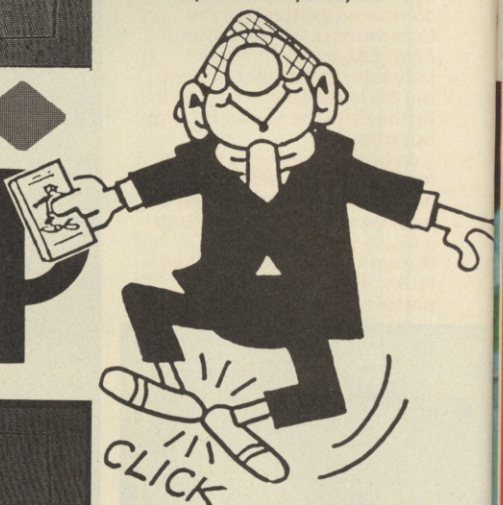






- MACHINES: CBM 64/SPECTRUM/AMSTRAD
- SUPPLIER: MIRRORSOFT
- PRICE: £9.95/£12.95 (LBM 64)
- REVIEWER: PAUL
- VERSION TESTED: CBM 64

ANDY CAPP



Is this the first computer cartoon to feature wife-beating? Also husband-battering?

Not particularly suitable subjects for entertainment until you realise we're in the world of *Andy Capp,* star of the Daily Mirror's long-running and hugely successful cartoon strip.

In case you don't know about Andy, here's a brief character rundown. He's lazy, a skiver, a drunkard, a brawler and rotten to his long-suffering wife, Flo. Mr Nice Guy, in fact.

And that's before the game starts!

Anyway, the game opens with Andy facing a real problem – his dole-cheque has disappeared and Flo wants money.

The game is an arcade adventure in which you must steer Andy round the houses, pub, betting office, ducking and diving and wheeling and dealing. All the characters from the cartoon strip are present – Flo, Chalkie, the barman, policeman and Andy's young girlfriend.

The game is icon-controlled by joystick and four icons. These are:

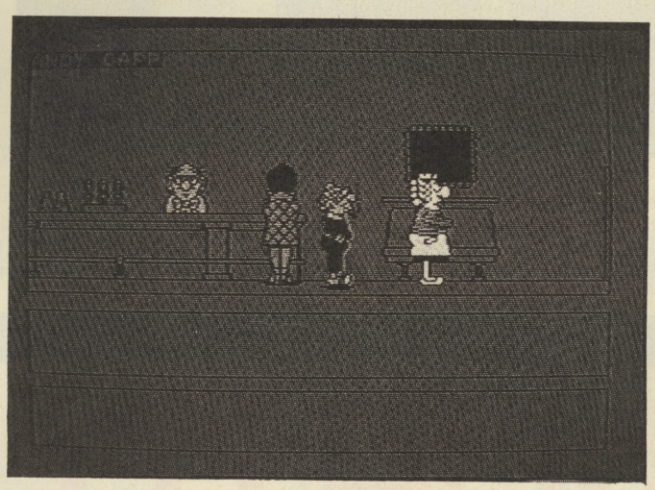
Wallet: for keeping a tally of how much cash Andy has.

Speak: Andy can chat to the various people he meets and ask them questions. For example, he can quiz his mates in the pub about money and how to get it.

Fight: Andy can easily get into scraps with anybody from Flo – she sometimes wins, though, – the rentman and the policeman.

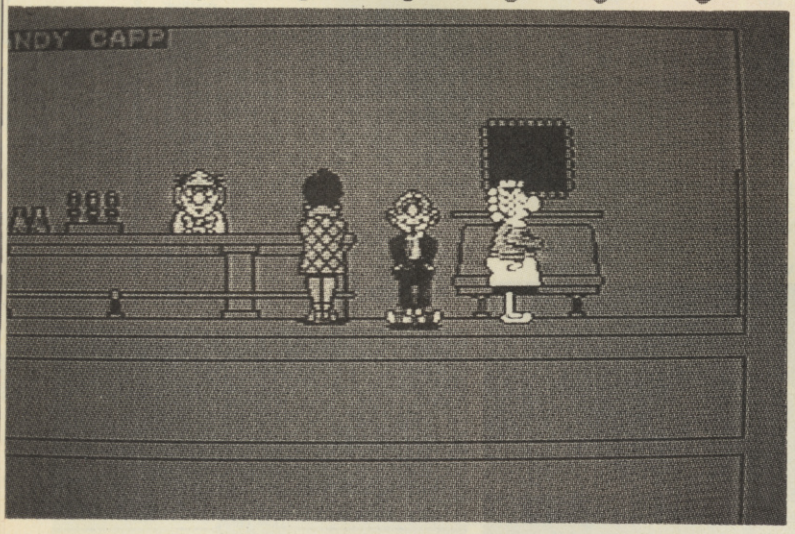
Action: This icon is used for examining objects.

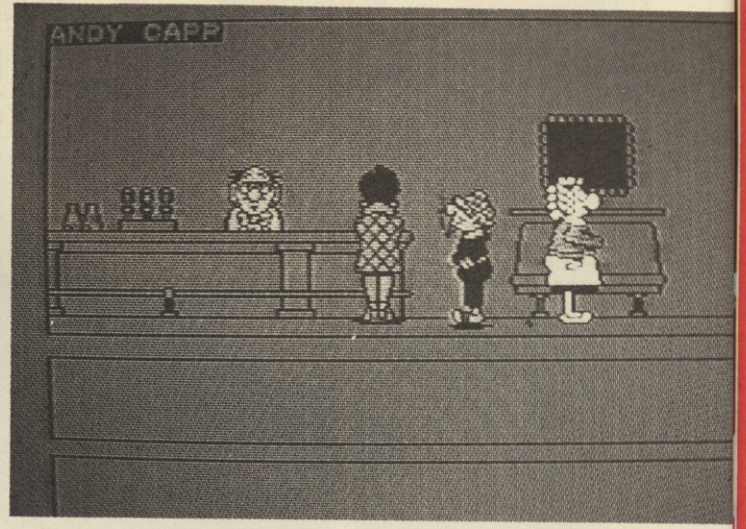
The graphics are truly excellent, capturing all the characters perfectly. Despite my reservations of Andy Capp as a hero – you can even get him to steal her handbag – I quite enjoyed playing the game. Perhaps it was the slob in me coming out.



- GRAPHICS 10
- SOUND 8
- VALUE 8
- PAYABILITY 9

C+VG HIT!





WHAT THEY SAID ABOUT...

Accolade™

HardBall!

Accolade™

"An absolutely incredible sports simulation"
"Sets new standards in gameplay, depth and animation" Zzap 64

"The playability, design, variety and exceptional realism make this a sports simulation to remember" Atari ST User

WHAT THEY WILL BE SAYING ABOUT

4TH & INCHES

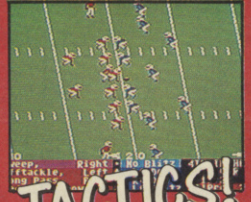
"4th and Inches gives you all the hard-hitting action of real football: the bombs, the blitzing, the goal line stands. You'll experience graphics and animation that are as riveting as a live action blind side hit"

"It's hard to imagine that there can be anything more exciting for the home based football fan, even from the game's premier spectacle... the **SUPERBOWL***"*

"Winning at 4th and Inches demands all the moves of the League's premier quarterback plus the tactical genius of a veteran lead coach"

CBM 64/128
£9.99
cassette
£14.99
disk

STRATEGY!



TACTICS!

ACTION!

U.S. GOLD All American Software

U.S. Gold, Units 2/3,
Holford Way, Holford,
Birmingham B6 7AX.
Tel: 021 356 3388

The phenomenal growth in demand for Atari computers means a much bigger home for the BIG show...

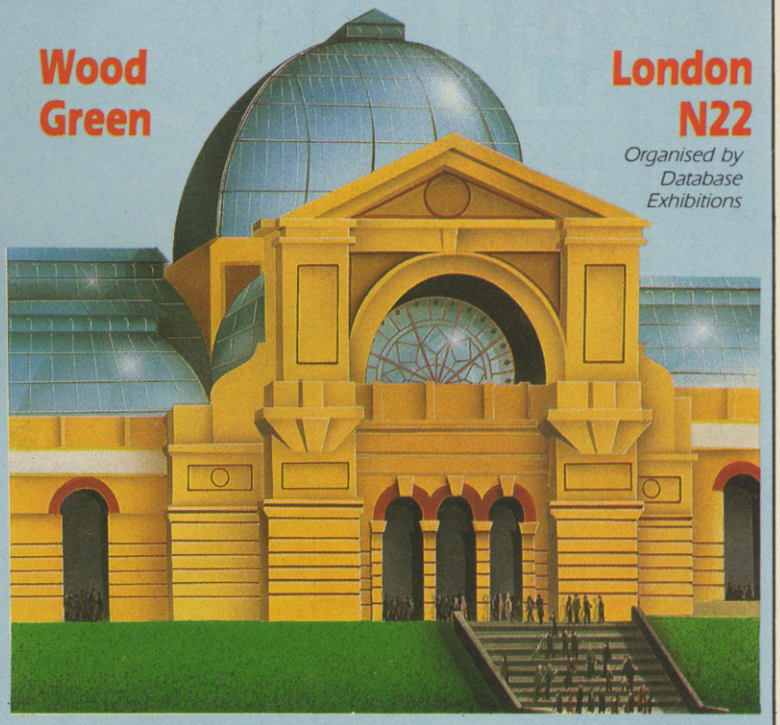
ATARI USER SHOW

Alexandra Palace

Wood Green

London N22

Organised by Database Exhibitions



Friday	Saturday	Sunday
22 April	23 April	24 April
10am-6pm	10am-6pm	10am-4pm

THREE action-packed days for Atari owners!

The spectacular Alexandra Palace represents a new showcase for the fastest-growing range of computers on the market.

From the exciting games console to the ever-popular 8-bit Atari and the sensational Mega ST, they'll all be there at the Atari User Show!

Some of the very latest software will be on show for the first time.

And that means you can enjoy unique hands-on experience of programs everyone will soon be talking about.

You'll find some of the best prices around for blank discs, disc boxes and other accessories, learn about the many opportunities to expand your computer system, get helpful advice from some of Britain's leading experts, and so much more!

How to get there

It's so easy to get to the show – by car, rail, underground or bus. Alexandra Palace has its own British Rail station, whisking visitors to and from King's Cross in just nine minutes. And there's a free bus service shuttling between station and show every 10 minutes. If you're travelling by road the show is only 15 minutes away from junction 25 on the M25 – and all car parking is free.

Cut the queues and save £1 per head – with this advance ticket order

Your advance ticket order

Please supply:

☐ Adult tickets at £2 (save £1) ..... £.....
(Order four adult tickets, get the fifth FREE!)

☐ Under-16s tickets at £1 (save £1) ..... £.....
(Order four under-16s tickets, get the fifth FREE!)

Total £____

☐ I enclose a cheque made payable to Database Exhibitions

☐ Please debit my Access/Visa card no: Expiry date: /

Admission at door: £3 (adults), £2 (under 16s)

Advance ticket orders must be received by Wednesday, April 13.

ATARI USER SHOW

The West Hall
Alexandra Palace, Alexandra Park
Wood Green, London N22
April 22-24, 1988

Post to: *Atari User Show Tickets, Europa House, Adlington Park, Adlington, Macclesfield SK10 5NP.*

Name.....

Address.....

.....

Postcode..... Signed.....

A271

PHONE ORDERS: Ring Show Hotline: 0625 879920
PRESTEL ORDERS: KEY *89, THEN 614568383
MICROLINK ORDERS: MAILBOX 72:MAG001
Please quote credit card number and full address

2.88(23)

DARK SCEPTRE

- MACHINE: SPECTRUM
- SUPPLIER: BEYOND
- PRICE: £7.95
- REVIEWER: PAUL

Legend has it that Mike Singleton had written/was writing a game called *Dark Sceptre* and it was REALLY SOMETHING. At one stage screen shots even appeared of the game and then nothing. For months and months nothing was heard.

Had we imagined it? Was it all a dream? Did anybody really care anymore? And then at PCW back in September there was Mike demonstrating the game. Eventually a review copy was forthcoming. It was even scheduled for release in November but, because of C+VG's deadlines, I don't know if the game actually made it into the shelves.

So just in case you ever get a chance to buy the game, this is what you get. This is a strategy/adventure game very much in the style of what you would expect from the man who invented the brilliant *Lords of Midnight* and *Doomdark's Revenge*. The graphics are stunning for the Spectrum. The characters – and there are apparently 64 of them – are huge. The setting is the Isles of the Western Sea. Power has been lost by the Lord of the Isles to the Northmen and the lands are now under the evil influence of the Dark Sceptre.

You control a group of good guys, each with their own powers, who must gain superiority over the baddies. Meanwhile there are lots of other characters floating about who are neither good or bad. Part of the game involves trying to get the undecided onto your side.

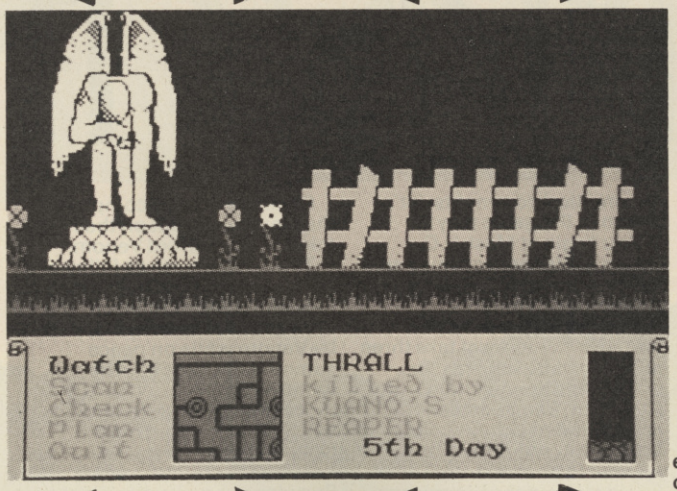
The game is controlled by joystick-selected commands (or keys) and you give members of your teams instructions to carry out. Having done this, you sit back and watch what happens, following progress on a map.

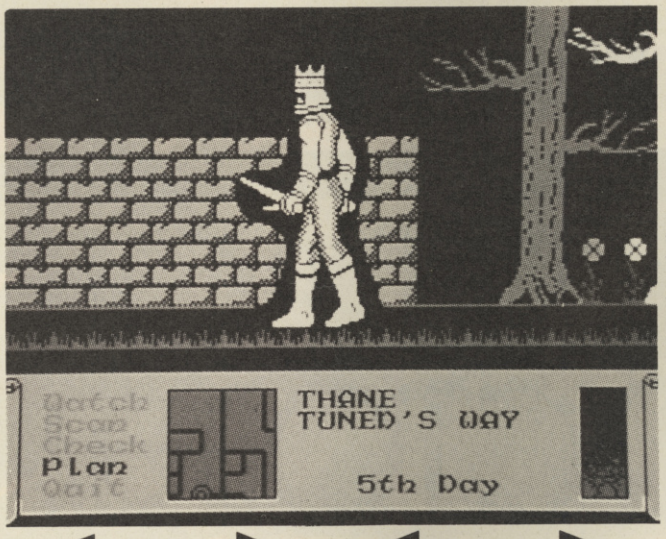
The idea is to find and Destroy the Dark Sceptre, which is hidden among the 4,000 locations in the game.

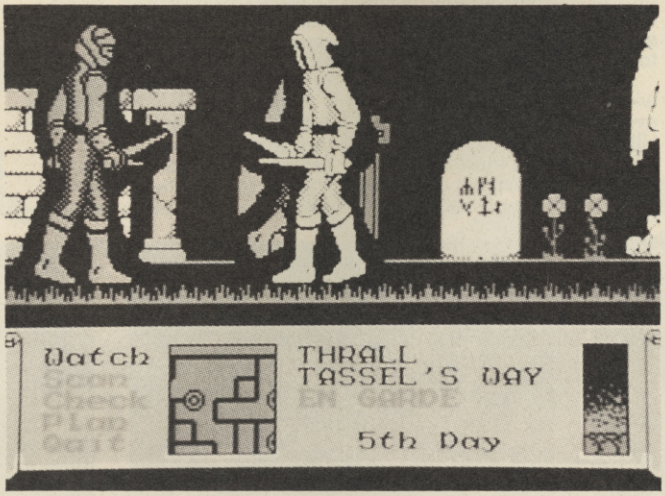
There are a huge number of commands and instructions available to you. For example, you can follow, protect, stalk, harass, avoid, find, challenge, threaten.

There are eight different types of warrior you encounter in the game, each with his own powers, strengths and weaknesses.

THANE: The commander. Without a Thane, the members of your company will be more likely to desert. MYSTIC: Mystics usually possess magical powers. HERALD: A messenger and a fighter. ASSASSIN: A hunter and a killer: REAPER: The executioner. Strikes fear into others. FOOL: A talker, not as foolish as his name suggests. SAVAGE: Wild man of the woods – tough and resilient.







THRALL: An underling, a prawn. Being simple characters, thralls do not have complex personalities. There are lots of them, though.

During the game, there are five control options that you can select using up/down on the joystick to highlight the option. The fire button confirms your choice. By using left and right you can change the warrior that you have currently selected.

Watch: This option allows you to watch a fight. If you hear the sound of clashing metal, then one of your warriors is engaged in battle. Press fire on this option to WATCH the fight.

Scan: This allows you to see a full map of the island, which appears in the viewing window. The positions of each of your warriors are marked in yellow on the map. The white square indicates the position of the warrior that you have currently selected.

Check: This option allows you to check the personality of the warrior you are currently watching and the last orders he was given. A summary of his personality appears in the viewing window.

Plan: This option allows you to plan your orders for the warrior that you are currently watching. A question and answer session happens in the viewing window until your orders are complete. If you select the GO TO command then the map will appear in the viewing window. You must move the cursor to the place that you want to go to (you may only select junctions) and press fire.

Dark Sceptre is certainly a challenge, and if you liked *Lords of Midnight*, you'll go for this. Was it worth the wait? We'll pass on that. . .

- GRAPHICS 10
- SOUND 5
- VALUE 8
- PLAYABILITY 8

C+VG REVIEWS 14

MASK II

- MACHINES: SPECTRUM/CBM64/MSX/AMSTRAD
- SUPPLIER: GREMLIN GRAPHICS
- PRICE: SPECTRUM TAPE £7.99, AMSTRAD/C64/MSX TAPE £9.99, CBM 64/AMSTRAD DISC £14.99
- VERSION TESTED: CBM 64/AMSTRAD
- REVIEWER: IAN

Software companies have become obsessed with producing games that are either arcade conversions or based on comics.

After the first attempt at producing a game based on the exploits of the five Mask agents, codenames Hunter, Magic, Megabyte, Chopper and Powerkeg, Gremlin has come up with another.

But *Mask II* is not as enjoyable as the first one, and gives little reason to keep you stuck to your seat (or joystick) for a long a long time. But enough of the hypercritical comments, let's get on to the game play!

You begin at Mask H.Q. where all Venom activities are constantly under surveillance. As soon as a Venom's poisonous plot has been unmasked, you must take three of the five Mask agents to disrupt and spoil Venom's plot, if you can. Before actual confrontation with Venom's forces, you select your three appointed agents from within Boulder Hill in the Energiser Room, with the aid of the Mask computer.

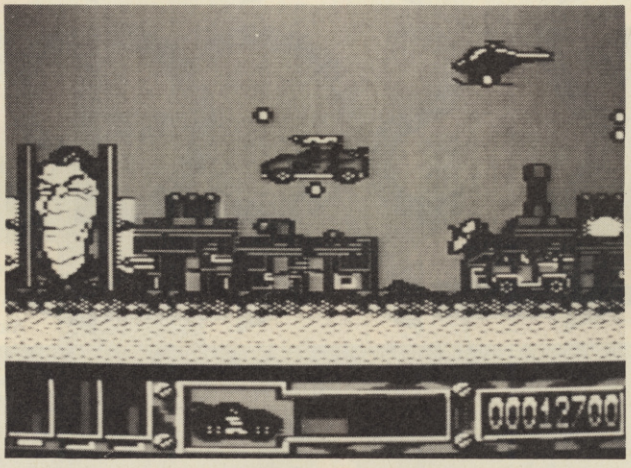
Once selection is complete, the team heads out on their mission to confront Venom.

The missions are as follows:

● To save the President of the Peaceful Nations Alliance. The President has been kidnapped by Venom while on peace summit talks between the world's nations. He was in the process of signing a peace treaty, which would have ensured peace for decades. The mission is to rescue the President from the evil clutches of Venom.

● To destroy a new Venom base. Recent reports have been received about a new Venom base which is being used to co-ordinate their Middle Eastern activities. They are tapping into all of the strong producing oil fields, and are taking control of the important oil resources needed by the rest of the world. The mission is to render the base inactive by attacking it.

● Destroy weapon and take a ruby back to its temple. Venom has been very, very naughty, and stolen the fabulous ruby from the sacred Crown of Fire, which lies at the base of a dormant volcano deep in the jungle. They intend to use the ruby within a high-powered laser and cause large amounts of damage to several populated areas. What you have to do is destroy the weapon (that is, of course, after you've removed the ruby!) and return it to its rightful owners.



The program uses a multi-load function, and all three missions are loaded in this way. Each Mask agent is selected from the keyboard. This makes control of the current vehicle extremely difficult – you have to reach across the keyboard while trying to defend yourself from oncoming traffic often finishing with your vehicle being either blasted out of the sky, or sunk in a lake.

The graphics are of average quality, but the use of colour is what really brings out the better points of the game. Sound is minimal and playability is sluggish.

- GRAPHICS 8
- SOUND 7
- VALUE 7
- PLAYABILITY 7

THE HUNT FOR RED OCTOBER

- MACHINES: AMSTRAD 1512/IBM/ATARI ST/COMMODORE AMIGA
- SUPPLIER: ARGUS PRESS SOFTWARE FOR OXFORD DIGITAL ENTERPRISES
- PRICE: CBM64, SPEC, AMS £14.95/ST, AMIGA £24.95
- VERSION TESTED: ATARI ST
- REVIEWER: STEVE

The original novel of *The Hunt for Red October* is a modern spy thriller centred on naval warfare, with a very high level of technical realism, and the game does not disgrace it by any means.

You are in charge of one of the latest Soviet atomic missile submarines, the Red October, and you have decided to defect to the United States!

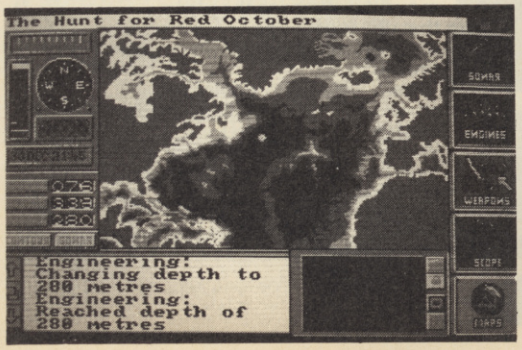
You have no communication with the outside world. Your own side are trying to track and kill you. The NATO forces, your normal enemy, may also attack if you pose too much of a threat. You cannot simply sail into New York harbour, you must surrender your submarine in secret. *The Hunt for Red October* resembles an adventure game, in that you must work out the various tactics as you go (reading the novel first helps considerably).

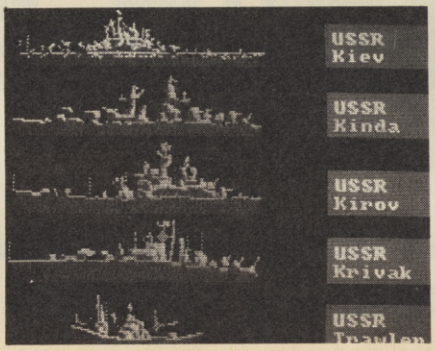
The first stage is to pilot the submarine at immense speed through the underwater canyons to the east of Iceland and out to the safety of the Atlantic without being caught by other ships and submarines, and without running yourself into an underwater cliff.

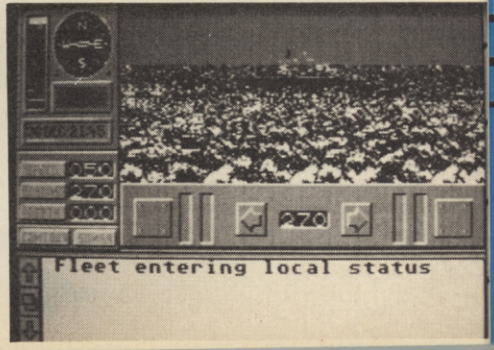
In particular, the terrain following sonar does not always match the sonar map, with disastrous results. Otherwise the simple, icon-driven controls of the submarine function extremely well.

After you have been sunk on your first twenty attempts (do not underestimate this game!) you will get your submarine out into the depths of the Atlantic, where it will be much harder to track. If, however, you are found by your own side then you are dead. The same realistic tactics used in the book to prevent this actually work in the game, and so eventually you will come to the Atlantic seaboard of the United States. And what do you do then? Work it out for yourself – or read the book.

- GRAPHICS 9
- REALISM 8
- VALUE 9
- PLAYABILITY 9

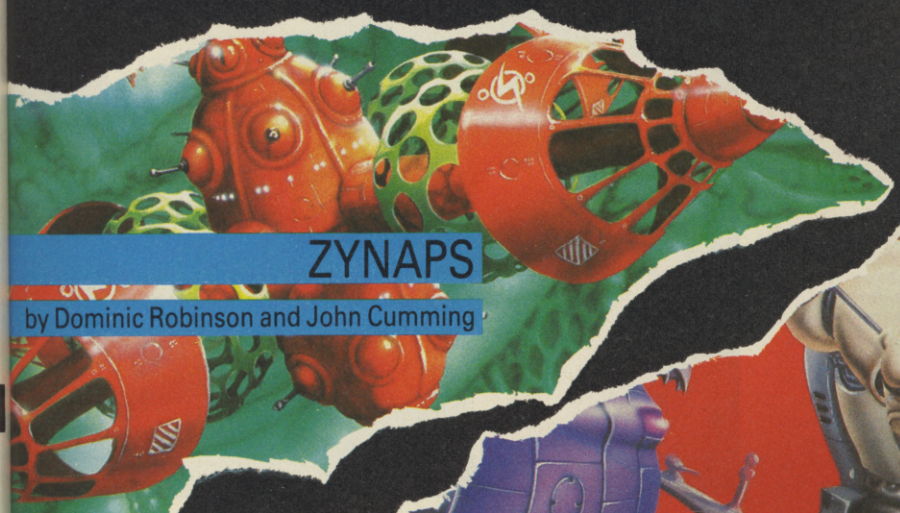






FOUR SMASH HITS FROM HEWSON

Be the envy of all your friends – show them you've got the top major hits from Hewson and they are all on one compilation, by authors that are simply the best!
Get it now – before your friends do!



ZYNAPS
by Dominic Robinson and John Cumming

EXOLON
by Rafaelle Cecco

RANA-RAMA
by Steve Turner

URIDIUM PLUS
by Andrew Braybrook

SPECTRUM
Cassette £9.95
Disc £14.95

AMSTRAD
Cassette £9.95
Disc £14.95

COMMODORE
Cassette £9.95
Disc £14.95

HEWSON

Hewson, 56b Milton Trading Estate, Abingdon, Oxon OX14 4RX.

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by Credit Card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.

Hewson Consultants Ltd
As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication

KING OF

- MACHINES: MACINTOSH, AMIGA
- SUPPLIER: MIRRORSOFT/ CINEMAWARE
- PRICE: £29.95
- VERSION TESTED: AMIGA
- REVIEWER: DAVID

The latest Cinemaware release *King Of Chicago*, has just landed on our desk, thrown through a second storey window attached to a fizzing bomb. . . ooops! The game takes you back to the gangland era of the 30s; October 24th 1931 to be precise.

Al Capone has just started an eleven year stretch in Alcatraz for tax evasion, leaving his Southside gang in the evil and dangerous hands of Tony Santucci. As Pinky Callahan, an aspiring hood in the opposing Northside gang, it has long been your dream to unite the two sides of Chicago to produce a single, all-powerful gang. . . with you as head man of course!

Now, with Capone languishing in jail, you see your chance. But first you must establish yourself as number one on the Northside. At the start of the game you are only third in the pecking order behind 'The Old Man' and Ben, his advisor.

You figure The Old Man is ready for the drop anyway, and Ben should step aside, given the right 'incentive'. That still leaves the others in the gang; you'll need to earn their respect, and then keep it, otherwise you'll wake up dead one morning.

The action starts in 1931 and ends in 1934 when all the leaders of organised crime held a meeting in New York to establish Murder Inc. a national crime syndicate that considered Chicago too barbaric too be included amongst their ranks.

King gives you a chance to change the course of history by turning the shambles that is the Chicago gangland scene, into a cohesive, profitable concern and earn an invitation to join the syndicate. Only then will the full weight of organised crime secure your position as King of Chicago.

Just as in the movies, the game features a number of characters that will be involved in the game. But, unlike the movies, the characters in King sometimes start a new game with a different role to play in the story or a changed reputation.

Take Pinky, your own character, for instance. At the start of some games, he has the reputation for being tough. In other games, he is a wimp. By reacting in varying ways to different characters, you can change the way Pinky is perceived by others. If, for example, you give in too often, to the wishes of Lola, your girlfriend, the gang may decide to elect a leader with more backbone. Conversely, by being cool to Lola you will earn respect from your subordinates, and threats will suddenly become more effective. But, if you ignore her too much she may go over to Tony Santucci which would severely dent your credibility rating with the rest of the gang.

Once the game has loaded, and the game's title screen has been peppered with machine gun bullets, the superb sound track opens with some typically laid back 30s jazz. If you do nothing at this point, the game will make a movie without you, making all the decisions for Pinky, although he may react differently under computer control.

As mentioned above, the game starts just after Capone's imprisonment.

As the game progresses, you will gradually build up a picture of who is with you and who isn't, who you can trust a little, and who you can't trust at all. You will need to keep those who matter sweet, and dispose

GARRISO

- MACHINE: AMIGA
- SUPPLIER: RAINBOW ARTS
- PRICE: £23.00
- REVIEWER: CHRIS

All good games develop clones and *Gauntlet*, the D & D style arcade game, was no exception.

However, it is extremely rare to find a game which not only lives up to the original arcade machine, but also beats the hell out of all the other rip-offs.

Garrison is such a game. Based on the original *Gauntlet* machine, this version of the tried and tested 'maze' idea just goes to show what can be achieved using 16-bit power.

As with Atari's classic you can choose to play from a number of different fantasy characters, each with his/her own personal attributes. The arcade had four to choose from: Elf, Wizard, Warrior and Valkyre. *Garrison* actually goes one better by offering a fifth choice, a Dwarf named Thorin.

Still, having said that, you can't have as many players as the arcade machine.

The basic idea of this type of game is to bash as many monsters, magicians and deaths as you can while trying to run off with all the treasure.

The plot of *Garrison*, however, involves a magic herb which lies at the end of the game.

It is this herb which will save a beautiful princess from dying of a terrible illness. Although this is a nice twist, most of us will be content with just grabbing all the gold!

Once the game is started, the screen is shown from a bird's eye view, looking down on the 3D rooms of the castle. Guiding your player you must negotiate the twisting passages grabbing all that you can.

Although food and treasure are your main concerns, various magical objects are to be found scattered about the castle.

These objects range from various potions to lethal scrolls which, when cast, will destroy everything around you depending on your magical ability and also the power of the enemy.

The evil nasties which infest the 128 rooms of the game come in all shapes and sizes. There are club wielding barbarian Guards, spell casting Sorcerers and even the odd Death or two. Most of these creatures will appear from generators which are to be found in abundance around the castle. Passing by a generator without destroying it is a very foolish thing to do.

Certain beings are very difficult to destroy, and death can only be wiped out with a magical scroll.

A feature unique to *Garrison* is the ability to change characters during a game. This is very handy as different levels rely on different character abilities, although it must be possible to complete every level with each one.

When you've grabbed all the gold you want you must race to the nearest exit where you'll disappear with a delightful bongy kind of sound. That is if you find the right exit, as some devious rooms have around twenty or so.

One dungeon, entitled 'Conjurers and Demons' has a supply of food enclosed inside four walls. To get it you must go right to the end of the level and. . . but that would be telling now wouldn't it!

One of the best things about *Garrison* is its true arcade quality graphics. No flicker, no colour clash and smooth eight way scrolling – this game has some of the best graphics ever seen on a computer game.

However, there is one slight oddity regarding memory.

If you have a standard 512K machine, both players have the same outward appearance although they still have different weapons and abilities. On a one meg Amiga each player has their own individual appearance. On the whole this isn't a problem but it would have been a lot better to keep

CHICAGO

with the dead wood. And, while all this is going on, you've still got to find time to make the gang strong and successful.

On tour desk is a map of Chicago, divided into four sections: the Northside (your patch), the Westside, the Loop, and the Southside (Santucci's domain). By clicking on the relevant area, you can initiate an attack on that part of the city. Sometimes Ben will advise you against being too hasty, either because you haven't got enough men, or money to pay them. Sometimes he will suggest you buy a politician or two before going in with all barrels firing.

Also on your desk are a picture of Lola, some keys and your ledger book. You can visit Lola by clicking her picture. The keys are used to continue the movie, sometimes introducing new sub-plots along the way. Perhaps some dames have been kidnapped from one of your speakeasies, or you might get the chance to curtail Santucci's gin operation with a threatening phone call to his supplier.

Opening the ledger allows you to make decisions as to your activities in Gaming, the Rackets, and Speakeasies. Should they remain the same or be increased or cut back? Then there's the wage bill to consider. Should you give any of the boys a rise, and do you need any more men on the payroll, and, more importantly, can you afford them?

As your ambitions grow you'll also need to cultivate friends in city hall. What better way than to 'buy' the next mayor of Chicago. But for that you'll need men and plenty of cash for bribes and vote buying. And even if you do succeed in getting Alderman Burke into city hall, he'll still expect you to continue lining his pocket or, when the crunch comes, Burke won't feel he's got any moral obligation to keep you out of jail.

Tony Santucci's not about to sit back and watch you eat away his Southside empire. If you're playing Bull and Peepers enough dosh they'll catch Santucci's henchman, Guido snooping around waiting to knock you off as soon as you set foot outside your office. Do you kill him then and there, get Bull to rough him up a bit, or just send him back to his boss with a message?

What makes *King of Chicago* a good game, rather than just a showpiece for stunning graphics and music, is the variety of different movies this type of game structure allows you to make.

I've played a number of games of *King of Chicago*, each one completely different. The last time, I succeeded in owning three quarters of the windy city, the dosh was rolling in, and I had more than 50 men on the payroll. Then I shot an innocent girl by mistake, while trying to rescue her from Lucky's. I was arrested by my goody, goody childhool pal Tom Malone, and was subsequently killed on the electric chair, and all because I was scimping on my bribes! Oh well, I'll know not to be so cheap next time.

King of Chicago is the first so-called computer movie to live up to the name. It is as huge as it is flexible. The graphics, stereo sounds, and musical score fit the game perfectly. This is bound to rocket straight to the top of the 16 bit charts. Justifiably so!

GRAPHICS	9
SOUND	10
VALUE	10
PLAYABILITY	9

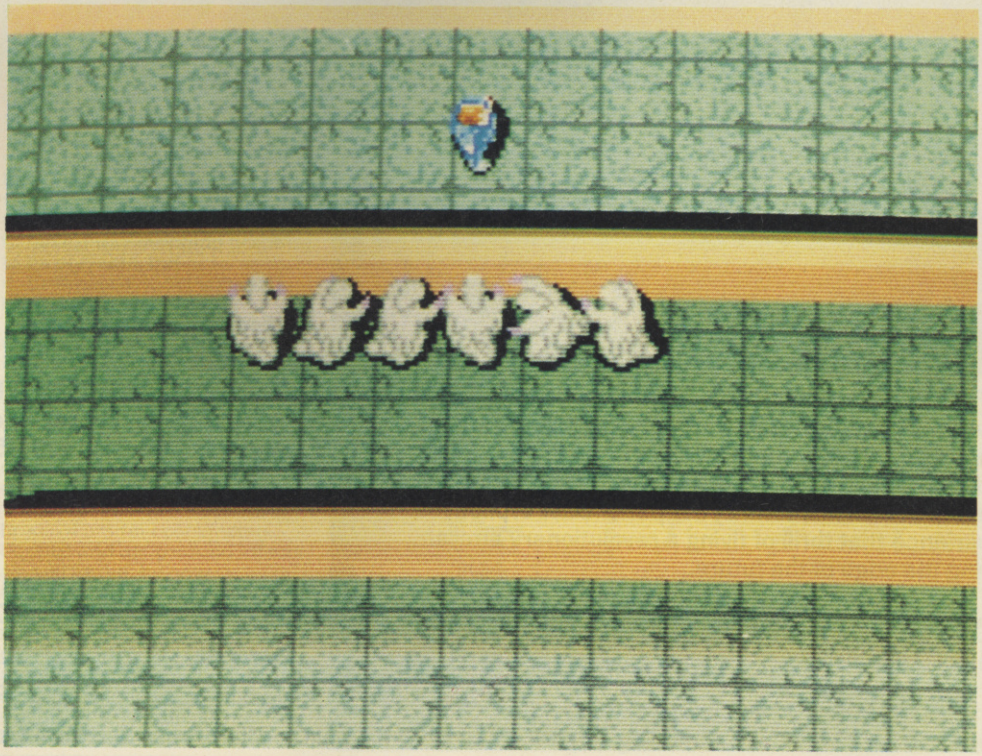
C+VG HIT!

SON

the characters.

The graphics are complemented by some really nice sound effects, including a guzzling sound when you collect a meal and a booming laugh which echoes around when you kick the bucket.

With 128 levels of sheer arcade quality action and addictiveness which makes grown men weep, *Garrison* is the definitive *Gauntlet* doppleganger. US Gold will have to make the official *Gauntlet* for the Amiga arcade perfect if they want to sell any copies.

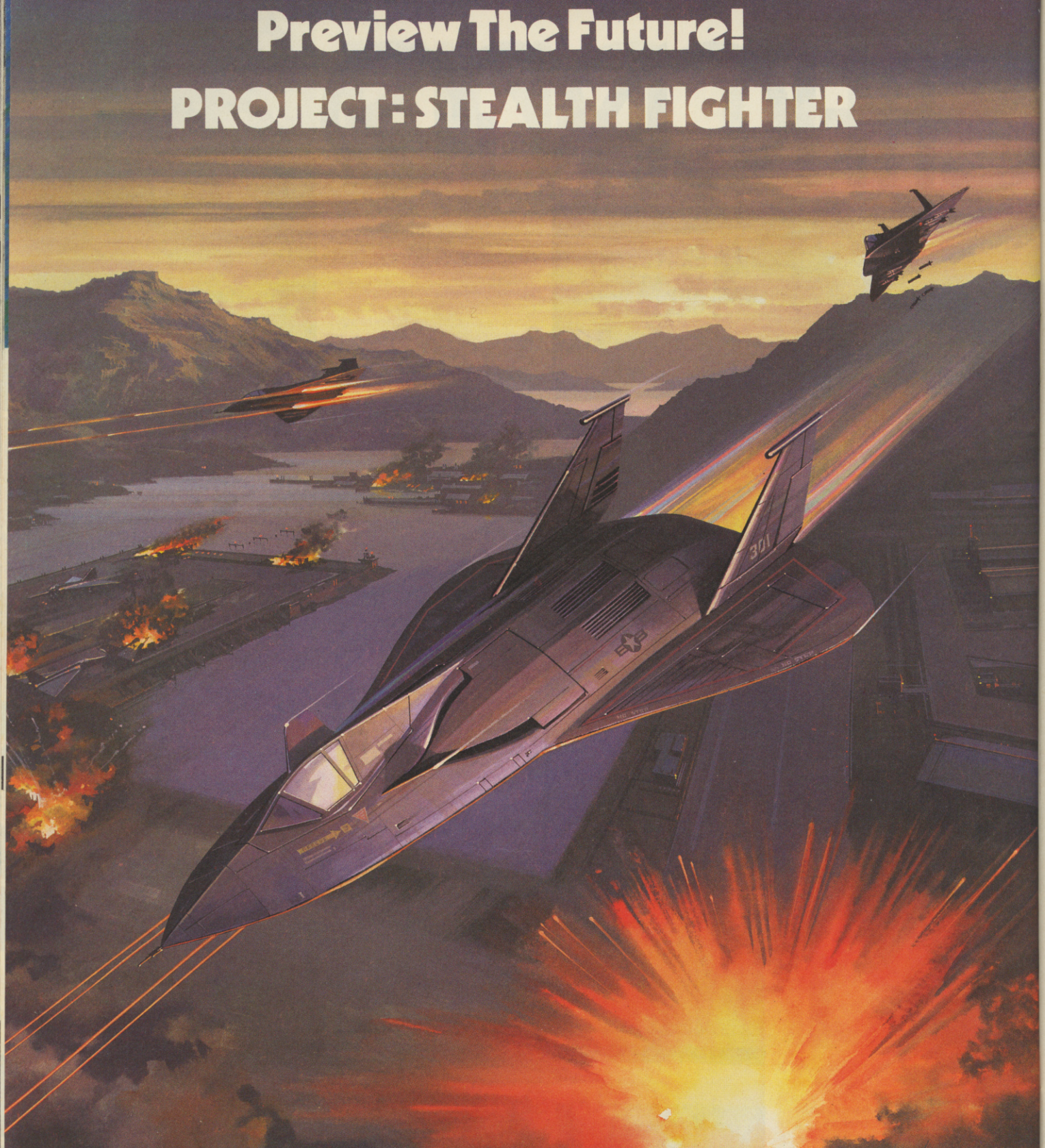


GRAPHICS	10
SOUND	9
VALUE	9
PLAYABILITY	10

C+VG HIT!

Preview The Future!

PROJECT: STEALTH FIGHTER



Stealth Fighter... the hottest topic of conversation in aviation circles today. Space Age technology and engineering make these aircraft virtually undetectable by enemy radar. Stealth Fighters are believed to be in operation, flying the most sensitive missions, flown by a superior class of pilot. You can experience that thrill of flying a revolutionary aircraft, previewing the edge of the future.

PROJECT: STEALTH FIGHTER. Another brillant simulation from MicroProse. Available for the Commodore 64/128K. Cassette £14.95. Disk £19.95.

MICRO PROSE
SIMULATION • SOFTWARE

Please send _____ copy/ies of Project: Stealth Fighter CBM 64/128 ☐ Cassette £14.95 ☐ Disk £19.95 ☐ Further details.

Name (block capitals)_____ Address_____

_____ Post Code_____

I enclose £_____ including 55p P+P. Cheques payable to MicroProse Software Ltd. PSF/C+VG/0188

or debit my Access/Visa card. Expiry date_____ No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

RAMPAGE

- MACHINE: ATARI ST
- SUPPLIER: ACTIVISION
- PRICE: £24.99
- REVIEWER: EUGENE

Rampage combines some of the best elements of over-the-top American 'B' movies and a simple but addictive games design to excellent effect.

The storyline is a scream. Three 'ordinary' American teenagers head down to their local burger joint for a blow out – BUT, little do they know that those cranks in the food development lab have slipped some dangerous experimental additives into the Big Mucks (Look, don't go on at me, I didn't write it). The result: three ordinary American kids turn into three ordinary American monsters – bent on reducing every city in the dear old US of A into so much rubble.

The best thing about the game is that the designers didn't bottle out on the plot. No, you don't play the police force or the army – you play the part of the monster and your aim is to demolish as many buildings, helicopters, and police cars as you can whilst snacking on the inhabitants of New York, Chicago and many other cities.

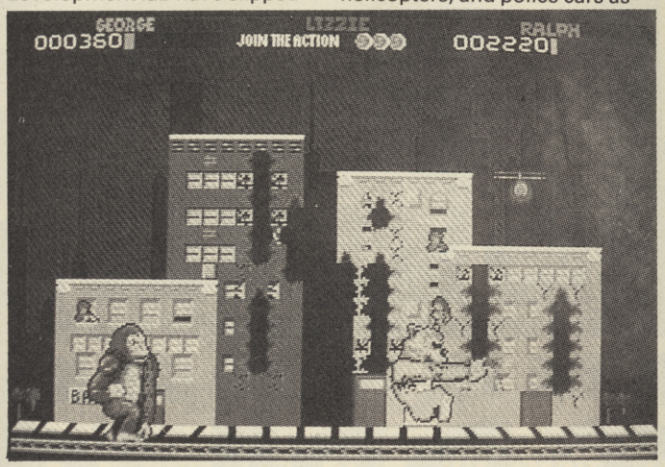
Three players can join in the demolition – working collectively or playing against each other. You can let the computer control two of the monsters and take them on.

Points are earned for destroying buildings. You can make buildings tumble to the ground with that characteristic puff of smoke at ground level by punching their windows out and bashing gaping holes in the walls. When there are enough holes the buildings will fall.

One of the first licensed coin-op conversions for the ST – *Rampage* whets my excitement for '88.

Nice one Activision but just one moan – £24.99 is a bit steep, don't you think?

GRAPHICS	8
SOUND	6
VALUE	4
PLAYABILITY	7



AMIGAS AND TONIC TILES

TONIC TILES
- MACHINE: ATARI ST
- SUPPLIER: THE EDGE
- PRICE: £19.99
- VERSION TESTED: ST
- REVIEWER: DAVID

AMIGAS
- MACHINE: AMIGA
- SUPPLIER: PANDORA/ INTERCEPTOR MICROS
- VERSION TESTED: AMIGA
- REVIEWER: DAVID

At this rate there will be as many *Arkanoid/Breakout* clones as there are karate games!

Two more dropped into the C+VG 16-bit Christmas bag this week: *Tonic Tiles* and *Amigas* (Amiga) (ST), both programmed in Europe and licensed by UK companies for domestic consumption.

Tonic Tiles was programmed in France by 'd3M' and is published over here by The Edge. The game is most notable for its amazing graphics and animation. Game play is slow to start but picks up in later levels.

Sure, a game should be fast and furious on level one, the ball is coming back at you before you've had a chance to breathe. But *Tonic Tiles* has 33 levels, the first 16 of which can be accessed at will. The remaining 17 have to be played for! The game also has a screen editor, allowing you to tweak, or completely change any, or all, of the first 16 levels.

It's a shame that a potential winner has been spoilt by too little attention to playability. Games like *Thrust* have shown that a good game doesn't have to have show-stopping graphics to be playable, but unfortunately, it doesn't work the other way round.

Amigas was programmed by Golden Games in Germany and is being released over here by Interceptor Micro's through their Pandora label. *Amigas* looks and plays very much like *Arkanoid*, although there are a number of additional features worthy of note.

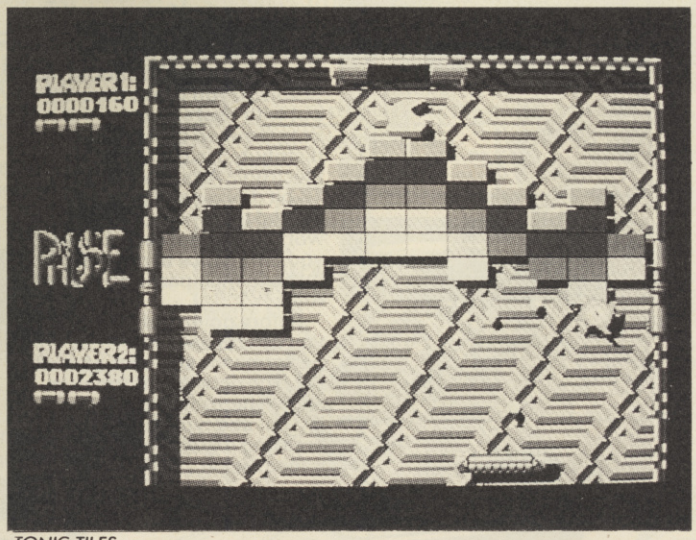
First off, the game boasts a brace of entirely convincing bounce and bang sound effects as well as the, by now, obligatory sampled music.

Unlike most games of this ilk, the speed of the ball doesn't gradually increase with the number of impacts. Instead, it is determined by where on the bat it is hit. Thus, if the ball hits the bat dead centre, it will rebound slowly, but will zoom away when hit anywhere near the edges.

Another unique feature in *Amigas* is the generator block. When one of these is hit, it disappears, only to produce one, or a group of blocks elsewhere which, in turn, may produce still more.

Both *Tonic Tiles* and *Amigas* have the standard set of extras, such as splitter, magnetic bat, laser etc.

	TONIC TILES	AMIGAS
GRAPHICS	9	9
SOUND	8	9
VALUE	6	9
PLAYABILITY	5	9



TONIC TILES

BAD CATS

- MACHINE: ATARI ST, AMIGA
- SUPPLIER: GO/US. GOLD
- PRICE: £19.99
- VERSION TESTED: AMIGA
- REVIEWER: DAVID

The year is 1984 and Los Angeles is preparing for the summer Olympics. But, while all the athletes are completing their final training and the dignitaries are preparing their speeches, something strange is happening out on the streets.

Not to be outdone, the stray cat population of LA are planning their own Cat Olympics.

Bad Cat features four games, each interlinked with a city screen, in which you must get from one venue to the next, preferably without being run over. Each event must be completed within a certain time limit and bonus points are awarded for excellence. You have unlimited lives (who ever said a cat had only nine lives?) but suffer a time penalty you loose one.

Event one is the obstacle course, featuring a number of graphically impressive side-on views of climbing frames, walls, trampolines and swings. Each screen must be negotiated as quickly as possible without falling off the frame, hitting any of the walls, putting a paw into the water, or banging your head. In the last screen, you have to build up enough momentum on the swing to catch a key hanging from a street lamp.

The second event takes place in the swimming pool where two spring mounted bumpers are sliding backwards and forwards in the water. All you have to do is gather enough momentum to jump from one bumper to the other, at the same time punching a geometrical shape, displayed on the overhead electronic scoreboard. It sounds easy, but the joystick control makes this event too hard and very frustrating, although, once again, the graphics and digitised sounds are great.

Event three finds you where you belong: in the sewers beneath the city. Here you must make your way through a number of unsavoury screens, infested with rats and other 'notorious creatures' as the manual describes them.

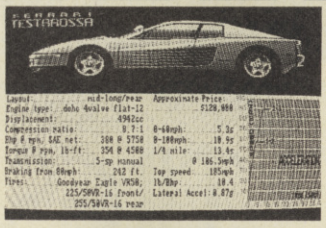
Bad Cat is an imaginative package which scores highly in the sound and graphics departments but is sometimes a little frustrating to play because of the rather bewildering set of joystick controls used in different parts of the game.

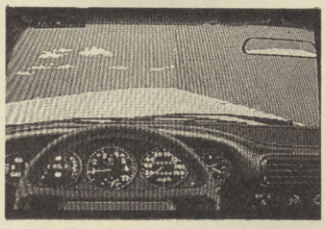
Apart from this one niggle, *Bad Cat* is entertaining and, in parts, quite challenging.

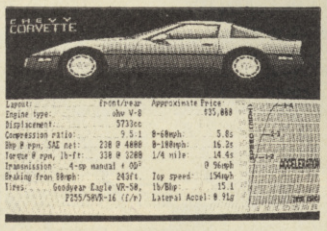
- GRAPHICS 10
- SOUND 9
- VALUE 9
- PLAYABILITY 8

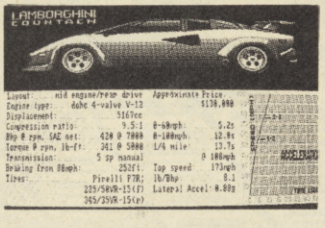
ST hit

TEST DRIVE









- MACHINE: C64, ATARI ST, AMIGA
- SUPPLIER: ELECTRONIC ARTS
- PRICE: £24.95 (AMIGA ATARI ST)/
- VERSION TESTED: AMIGA
- REVIEWER: DAVID

Problems, problems. You've just made your first million from writing a hit game and now you're going to celebrate in style – splashing out on a hugely expensive car.

The car salesman, sensing you're a man of means, offers to let you take out any of the cars in the showroom for a test drive. But which to choose. No problem, you'll take them all out with *Test Drive*. Programmed by Accolade and distributed in the UK by Electronic Arts, it's the latest in 16-bit driving and puts you behind the wheel of five of the world's flashest cars, and gives you the chance to put them through their paces on the open road.

Before going out for a drive, you can review the performance statistics of each car. The detailed information shown here includes engine lay-out and type, BHP, torque, breaking distances, transmission, compression ratio, displacement, and tyres (both front and rear).

The view is from the driver's seat from where you can see the accurately reproduced dash board of your chosen car. Above the windscreen is your rear view mirror, useful for clocking cops before they clock you.

If you drive through a radar trap, your radar detector will begin to flash out its warning. When it stops flashing you know you've been clocked. Of course, you can always try and out-run the cops, but don't let them pass you unless you want a ticket.

The road, you have chosen for your test drive, winds its way up the side of a mountain. Steer too far to the right and you'll hit the mountain wall, but to the left is a sheer drop down to the valley below, so the idea is to avoid any expensive little accidents by staying firmly on the road.

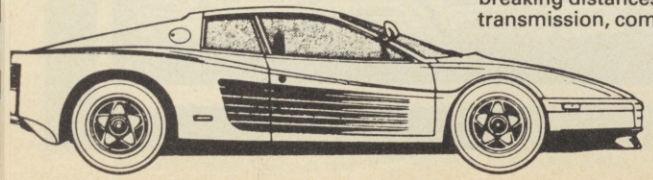
Because this is a public highway, you'll meet other drivers, some in cars, others driving vans or lorries. If you're really pushing the car to the maximum, they'll be plenty of vehicles to overtake while, at the same time, avoiding oncoming traffic.

To keep you on the straight and narrow, there are plenty of road signs. Some show the speed limit for that particular stretch of road, others show the shape of the road ahead, announces the beginning or end of a third lane for slow-coaches, or informs you that a gas station lies just around the corner.

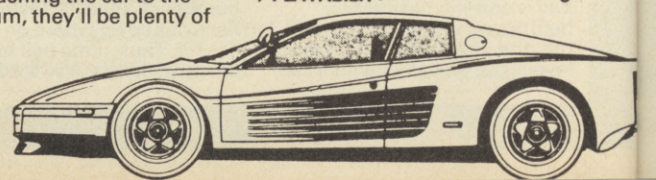
Gas stations give you a breather and a chance to fill up with petrol. You will also get a report, often laced with heavy sarcasm, as to your progress so far. The report includes the time taken to complete the last stage (from the previous gas station) and your average speed.

The annoying thing about *Test Drive* is the amount of time it takes to get from one part of the program to another, the continual disk access being a consequence, no doubt, of the graphic richness of the piece.

- GRAPHICS 9
- SOUND 9
- VALUE 9
- PLAYABILITY 8



C+VG HIT!



24 HOUR COMPUTER REPAIR and SINCLAIR COMPUTER SPARES

QUALITY APPROVED REPAIR CENTRE

AMSTRAD · SINCLAIR · AMSTRAD APPROVED REPAIR CENTRE · SEAL OF QUALITY ·

HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

CALL IN AT OUR MANCHESTER CITY CENTRE BRANCH FOR WHILE YOU WAIT REPAIRS AND SPARES

ORDER NOW USING ACCESS

SPECTRUM (only) KEYBOARD REPAIRS £10.00 THE CHEAPEST AROUND

THE NO. 1 REPAIR CENTRE IN THE U.K. OTHERS FOLLOW

WHILE YOU WAIT SERVICE
CALL FOR APPOINTMENT

SPECIAL OFFER!

Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only **£31.50** including fitting, VAT and return post and packing
Normal recommended retail price **£49.95** Replacement printed DK Tronics key sets **£7.50** including post & packing

SPECIAL OFFER!

Why not upgrade your 16K Spectrum to a 48K for as little as **£17.95** including VAT post and packing. If you would like us to fit the kit for you just send us **£19.95** which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only

16K to 48K UPGRADE KIT

Update Your Rubber Keyboard to a New Spectrum +

For only **£24.95** + £1.50 p&p
or can be fitted for only **£31.90** + £1.50 postage & packing
LIMITED OFFER

ZX81 SPARES NOW IN STOCK

TEN ★ REPAIR SERVICE

- ★ While you wait Spectrum repairs **£22.50**. Also spare parts over the counter
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of **£22.50** including post, packing and VAT. (Not a between price of really up to **£30.00** which some of our competitors are quoting),(Mail order only)
- ★ Discounts for schools and colleges.
- ★ Six top games worth **£39.00** for you to enjoy and play with every Spectrum repair.
- ★ We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- ★ The most up to date test equipment developed by us to fully test and find all faults within your computer.
- ★ Keyboard repairs, Spectrum rubber key boards only **£10.00**.
- ★ 3 month written guarantee on all repairs.

TRADE REPAIRS most welcome

BEST SERVICE – BEST PRICES!

EXTENSION RIBBON

56 Way ribbon cable to extend your ports for your peripherals
£10.95 plus £1.50 p & p

SOUND THROUGH YOUR T.V. WITH MEGASOUND

Want better sound through your T.V? Hear sounds you've never heard before? Then you need "MEGA-SOUND". Play games with unbelievable mega sound.
£10.95 plus £1.50 p & p

REPLACEMENT POWER SUPPLY

Spectrum replacement power transformer suitable for all makes of computer £9.95 plus £1.50 p & p

JOYSTICK & INTERFACE PACK

The Cheetah 125+ Rapid Fire Joystick and Ram Dual Port Turbo Interface.
Recommended retail price £20.90
Special offer price **£18.95**
Items can be purchased separately, Ram Dual Port Turbo Interface **£12.95** + £1.50 p & p.
125+ Joystick **£7.95** + £1.50 p & p.

KEYBOARD MEMBRANES

Spectrum keyboard membranes
£5.50 plus £1.50 p & p
Spectrum Plus spare keyboard membranes
£12.90 plus £1.50 p & p
ZX 81 membranes
£5.00 plus £1.50 p & p

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the **Number One Repair Company in the U.K.**, or call in and see us at our fully equipped 2,500 square foot workshop, with all the **latest test equipment available**. You are more than welcome.
We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00**. Please note we gove you a 100% **low fixed price of £19.95** which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and **shock you** with repair bills **£30** upwards. Don't forget we are Amstrad aproved for quality and speed, don't risk your computer to any other unauthorised repair centre. We dont just repair the fault and send your computer back, we give your computer a:-

FREE

OVERHAUL WITH EVERY REPAIR WE DO:-

We correct **Colour, sound, Keyboard, Check the loading and saving chip**, Put new feet on the base if required, Check for full memory, check all sockets including ear/mike and **replace where needed**. All for **an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever**. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A **first class reputation for speed and accuracy**. Don't forget, we also now have a Service Branch in **Manchester City Centre** for while you wait service.

COMMODORE POWER SUPPLY

Commodore replacement power transformer **£29.00** plus £1.50 p & p

ON-OFF SWITCHES

FOR THE SPECTRUM AND SPECTRUM +
ORDER No
1067 SPECTRUM
1067A SPECTRUM+
£4.95 + 1.50 p + p

URGENT NOTICE Don't be misled by adverts showing 'between prices. A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

NEW

SPECTRUM + 3 CASSETTE LEADS

SAVE YOUR CASSETTE SOFTWARE TO DISK USING THESE LEADS.
ONLY **£4.50** + £1.50 p & p.

USE ANY JOYSTICK WITH YOUR SPECTRUM + 2

SINCLAIR JOYSTICK ADAPTOR FOR CONNECTING SPECTRUM +2 COMPUTERS TO MOST JOYSTICKS

ORDER No. 1062 R.R.P. £5.95 + 1.50 p + p

NEW

THE VIDEOVAULT COMPUTER COMPANION EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 2×18p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

POST + PACKING CHARGES UK ONLY
OVERSEAS POST + PACKING CHARGES PLEASE WRITE FOR QUOTE

VideoVault Ltd.

REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head Office & Access orders, queries.
Manchester 061- 236 0376 while you wait repair centre only.

OPEN 7 DAYS A WEEK MANCHESTER MON-SAT ONLY

SPECIAL OFFER NOW

PLUS BONUS 6 GREAT FREE GAMES FREE TESTER ON EACH TAPE TO TEST YOUR KEYBOARD, MEMORY TEST.
NORMAL RECOMMENDED RETAIL PRICE £39.00
YOURS FREE WITH EVERY SPECTRUM REPAIR

© COPYRIGHT VIDEOVAULT LTD No. 789003 FAX No. 04574 68946

SCRUPLES

- MACHINES: ATARI ST, SPECTRUM, COMMODORE 64, AMSTRAD CPC RANGE
- SUPPLIER: LEISURE GENIUS/ VIRGIN GAMES
- PRICE: ST (£19.95)/SPECTRUM/ AMSTRAD (£9.95/£14.95)/CBM 64 (£12.95/£14.95)
- VERSION TESTED: ATARI ST, SPECTRUM 128K (PLUS 2 AND 3), AMSTRAD CPC
- REVIEWER: DAVID

"Would you shoot your granny for a thousand pounds?", "Would you eat dog food for a month to win a slap up meal for you and Samantha Fox at Stringfellows?"

You've all seen them on the box. Those absurb questions that get sprung on passers by in the street in the *Scruples* board game TV advertisements.

In the computer version each player is dealt a number of 'Dilemma Cards', each of which contains a set of circumstances and a related question. To give you a flavour of the game, and a better understanding of the dilemmas it can cause (arguments while playing Scruples have been sighted in a number of divorce cases in the States!), here's what's written on just three dilemma cards:

"In the supermarket, you send a dozen packages tumbling into the aisle. No one sees you. Do you walk away?"

"You hear the conversation of two strangers when you pick up the phone. Do you listen to it?"

"Your neighbour in an adjacent block of flats insists on doing yoga nude, in full view. Do you complain to the landlord?"

With the dilemma cards, you are also given one 'Answer card', on which is written either Yes, No, or Depends. When it is your turn, you must select a dilemma card and read it to one of your opponents. Your choice of card and opponent is govered by what is contained on your Answer card, because the idea is to illicit, from your opponent, the same answer as is on your own card.

Thus, if you knew Don to be a particularly honest person, and you were holding a 'No' answer card, you might ask him the first Dilemma question (about the supermarket packages), expecting him to say "No, I wouldn't just walk away". The thing is that Don knows full well you would be expecting him to say No and so might answer 'Yes' instead. But, then again, you may be trying the double-bluff, and be holding a 'Yes' card after all; this is what makes Scruples such fun to play.

If Don doesn't give the answer you were hoping for, you throw away the dilemma and answer cards, just used, and pick one more of each. If Don's response matches your answer card, you pick a new answer card, but do not have to pick another dilemma card.

If you think he is lying, you can challenge Don to justify his answer after which it is put to the vote. If you wish, you can give Don one of your remaining dilemma cards, if not, he gives you one of his. The first player to be left with no Dilemma cards is the winner.

The computer version sticks very much to the rules of the original, but has a few added features such as four reasons associated with each answer that may be given to every dilemma question. These answers are used when a player must justify his position prior to a vote, and also serve to show why a player makes the decisions he does.

The program also elegantly side-steps the problem of the computer players knowing nothing of their human (or computer) opponents. At the start of the game, each human player must enter their personality so that the others can try and predict how they might react to various dilemmas.

A player's personality profile is built up from the following variables, each given a rating between +8 and -8 by the player him or herself. You will be required to assess your own character in terms of principles, personal integrity, professional integrity, trust, family relationships, partner relations, friendships, busy-body factor, humanity, greed, shyness, and honesty.

Although the computer uses a player's profile to predict how he might react to certain dilemmas, if a player's answers are 'out of character', the computer will automatically amend that player's personality to fit the way he is reacting.

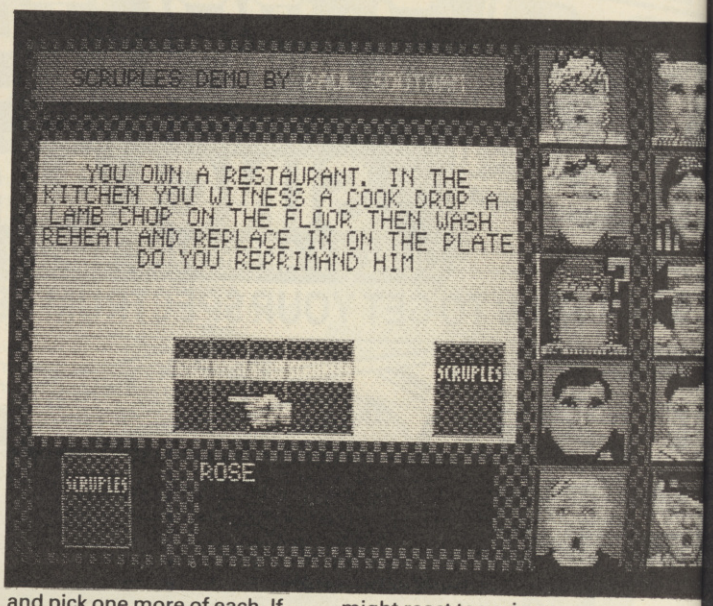
Scruples is a game for three to ten players. In the computer version there can be any mix of human and computer player, meaning that you can use the program simply as a dealer and electronic board, or as a source of opponents; you can even sit back and watch a batch of computer players slog it out on their own.

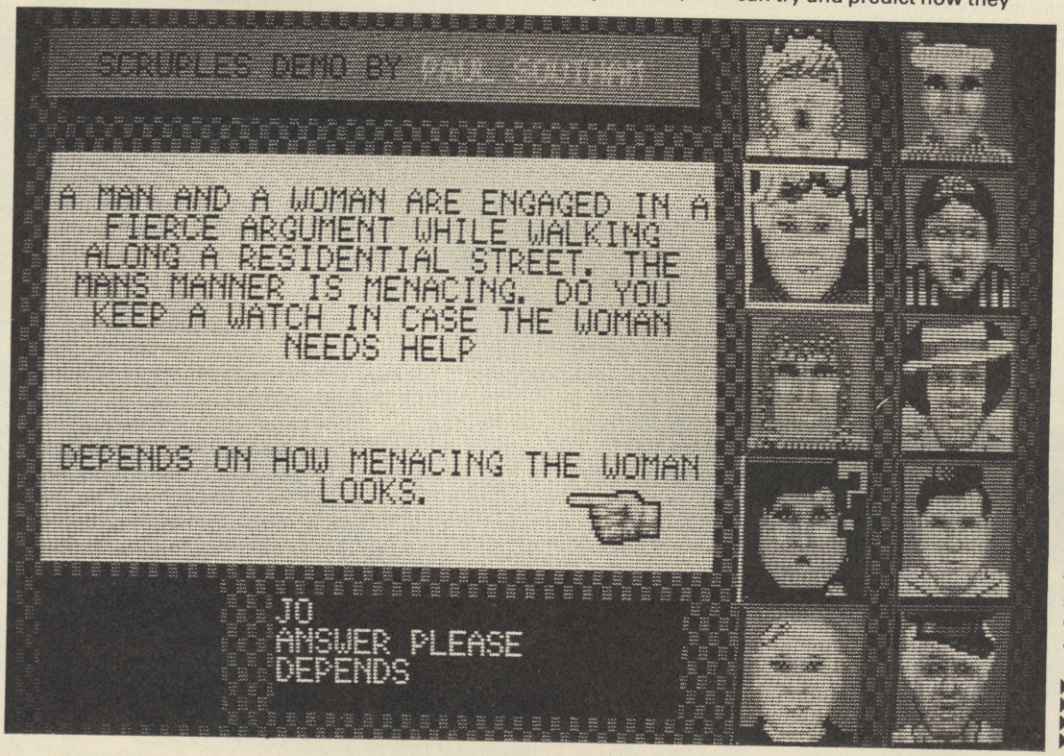
There are 64 different computer players to choose from, on all the reviewed systems, drawn from all walks of life. You can play against anyone from a punk to a vicar, from a model to a businessman. Each character has his or her own face and their personality profile is randomly constructed every time the game is loaded, so you may never play with the same character twice.

The screen layout is well conceived, and the program is simplicity itself to use, with prompts at all the right places.

Each version of the game is designed to get the most from the various computers, especially the Speccy version. We shall have to wait and see what restrictions will be placed on the 48K version.

If you fancy a laugh during the Christmas holidays, or enjoy playing *Scruples* but have difficulty finding opponents, then this could be right up your street. Also recommended for older children up to the age of about 70!



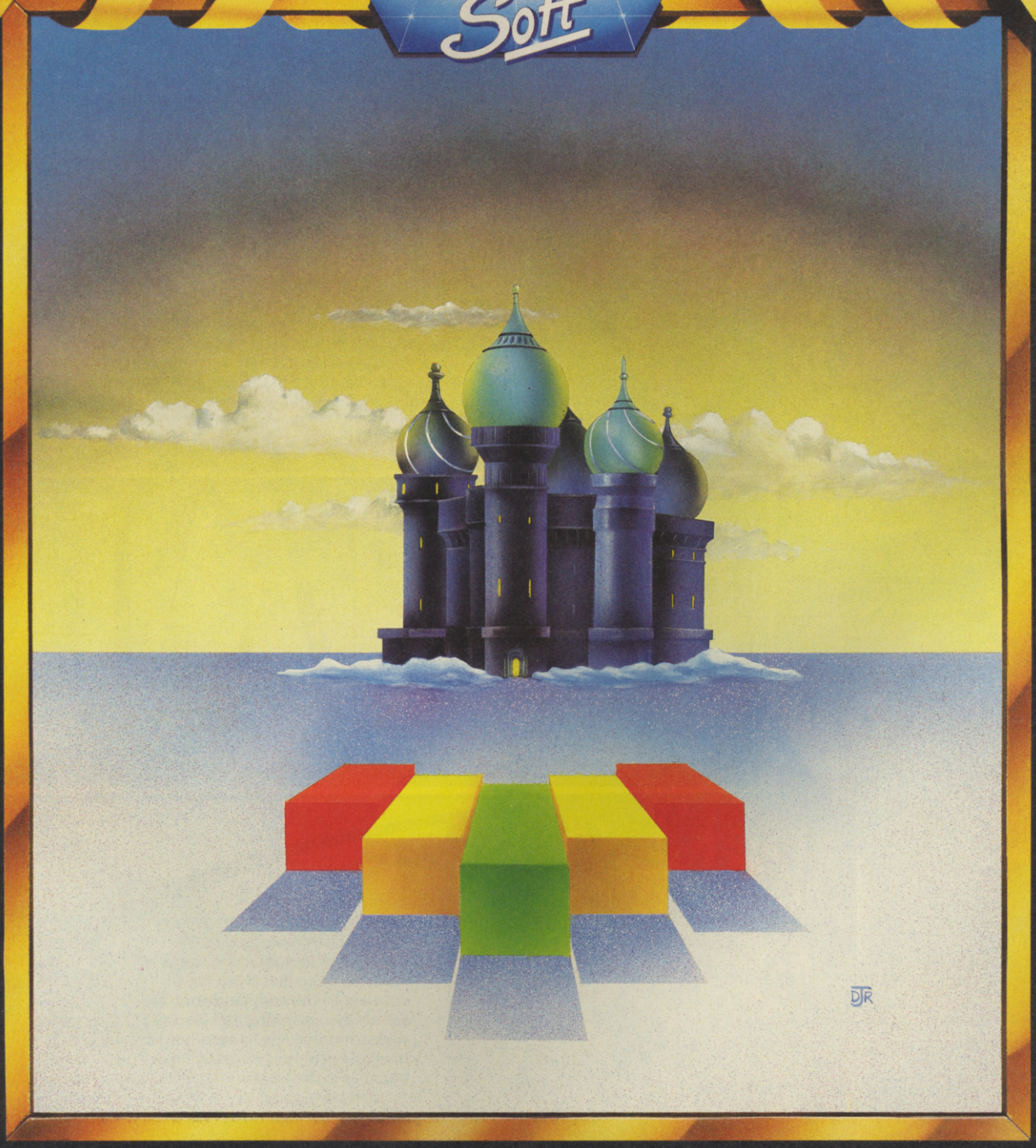


- GRAPHICS 9
- SOUND 8
- VALUE 9
- PLAYABILITY 9

C+VG HIT!

TETRIS.

MIRROR Soft



A NEW WORLD FROM RUSSIA

". . . one of the all time computer classics . . . unbelievably addictive . . . it's perfectly simple and simply perfect." **94% Zzap 64**

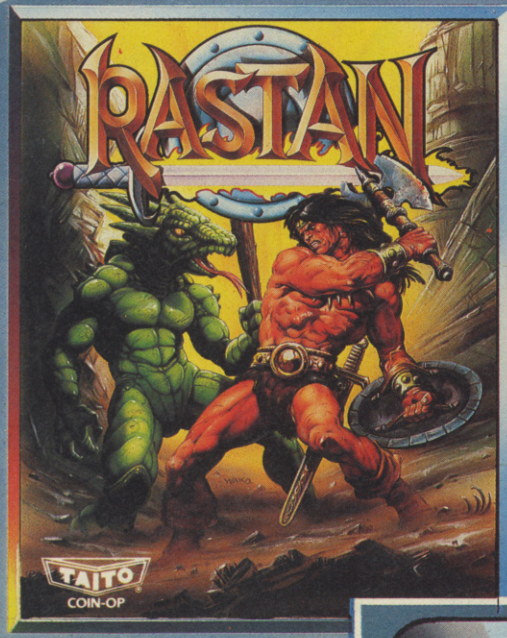
Available on Commodore 64/128 Tape and Disk · Spectrum Tape and Disc · Amstrad CPC Tape and Disk · Amstrad PCW Tape and Disk · BBC/Electron Tape and Disc · MSX Tape · Atari ST Disk · Amiga Disk · IBM PC and Compatables.

Published by **Mirrorsoft Ltd.** · Athene House · 66-73 Shoe Lane · London · EC4P 4AB

ALL GAMES AVAILABLE FOR:

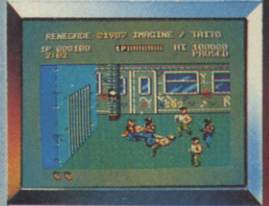
SPECTRUM	COMMODORE	AMSTRAD
7.95 ea.	**8.95** ea.	**8.95** ea.
	CASSETTE	

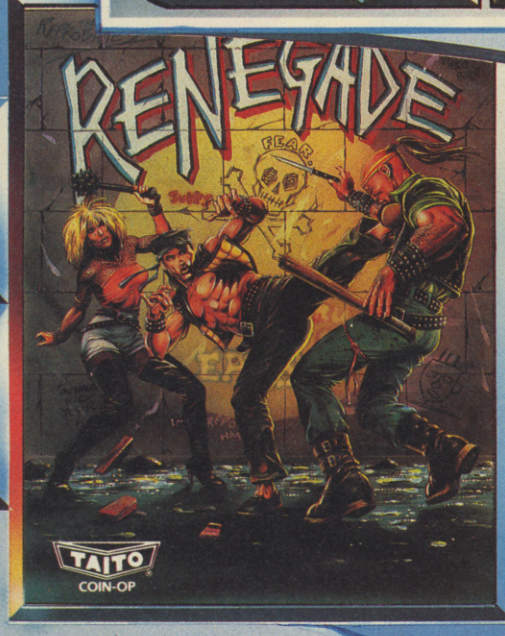
ARC



...the Warrior King.
The latest hit coin-op from Taito.
Lands that produce men of legend, dragon slayers, lie in his shadow – guardians of evil fear his fire spewing sword, the axe he weilds as swift as lightning. State of the art programming makes a true simulation of the Arcade hit for your home micro. Enjoy superb graphics and realistic action as RASTAN takes on a world of dangers–magical wizards, fire breathing lions, bats, snakes, skeletons and finally the living dead. Is it more than you can handle?

CHAM





In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil whose mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path – the Renegade. A breathtaking conversion of the arcade hit by Taito now for your home computer. With all the original play features.
PLAY RENEGADE . . . PLAY MEAN!

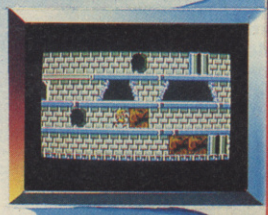
ALL GAMES AVAILABLE FOR:

COMMODORE **12.95** ea.

SPECTRUM & AMSTRAD **14.95** ea.

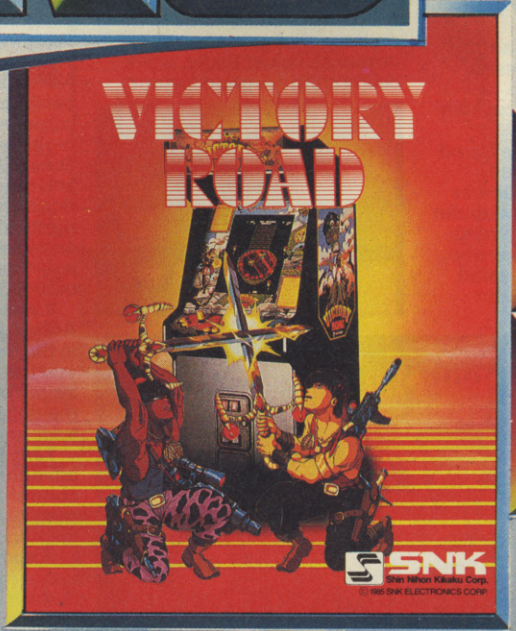
DISK

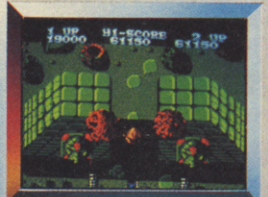
ADE

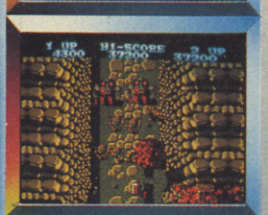


More arcade magic from the SNK label. Psycho soldier is tipped for the top as her thirst for action and adventure takes her to even more strange worlds.

PIONS







Having survived the bloodsucking monsters of the first phase, you progress on to the actual Road itself.

This is where the fun really begins. You will meet vampires, two and three headed monsters – the head will fly at you on its own, just when you think you are gaining the upper hand.

Collect icons to build up the firepower necessary to fight off your aggressors.

Action and excitement all the way with this macabre and unusual game; which has that elusive extra something to keep you coming back for more.

the name of the game

® Imagine is a registered trademark.

AN HESTER · M2 5NS · PHONE 061 834 3939 · TELEX 669977

INSANITY FIGHT

- MACHINE: AMIGA
- SUPPLIER: MICRODEAL
- PRICE: £24.95
- REVIEWER: DAVID

Most attempts to produce a first class 16-bit vertical shoot 'em-up, have failed, mostly through bad design or shoddy coding.

Microdeal has been riding on the vertical shoot 'em-up band-wagon for some time now. First there was *Jupiter Probe* followed quickly by the impressive looking, though hard to play, *Goldrunner*. While waiting for the inevitable *Goldrunner II* to be completed, the Cornwall-based 16-bit specialist has released *Insanity Fight*, an Amiga blaster snapped up from Swiss newcomers Linel.

Unlike many others of the gendre, *Insanity Fight* is played across the full width of the screen, with the status area occupying the bottom quarter. Although the instructions are mean almost to Ultimate standards, they do contain a diagram of the status area, showing what information is given. Apart from listing the seven bonus elements you can collect, the rest is left to you to suss out for yourself.

The graphics of each level are decidedly *Uridium-esque*, but go far beyond even *Goldrunner* in terms of detail and colour.

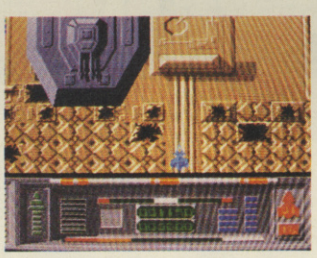
As mentioned above, there are seven bonus elements that can be picked up, by flying over them. These are Turbo, Supershot, Invisible Fighter, Changed Sheering, Mirroring, Less Energy-More Score, and Less Score-More Energy.

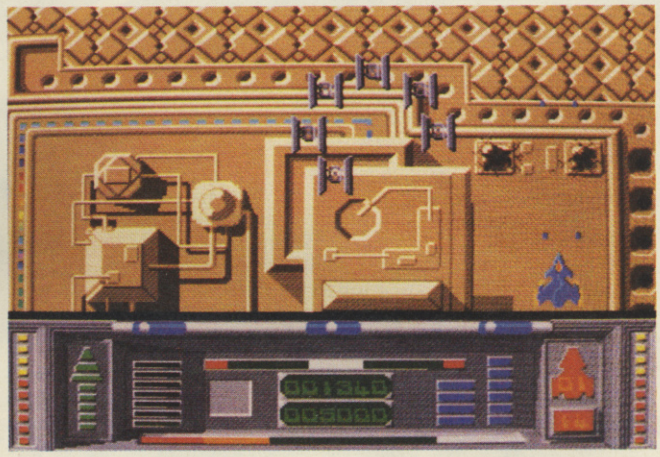
Although the function of most elements is fairly self-evident, some warrant a word of explanation. Turbo, for example, gives you a sudden surge of speed which sends you hurtling forwards at an uncontrollable rate. Often this results in you crashing head-long into some form of obstruction, so Turbo should be used with extreme caution.

When you pass over a "Mirroring" element, you are immediately transported to the mirror image position the other side of the screen. Thus, a mirroring element on the far right would send you over to the far left, and vice-versa.

Later landscapes are snow covered or dark and bleak. All are riddled with the multi-coloured features seen in level one.

Insanity Fight is, without doubt, the most playable and impressive looking vertical shooter yet to emerge for either the ST or Amiga.





- GRAPHICS 10
- SOUND 10
- VALUE 9
- PLAYABILITY 10

C+VG HIT!

TANGLEWOOD

- MACHINE: ATARI ST
- SUPPLIER: MICRODEAL
- PRICE: £19.95
- REVIEWER: DAVID

If it hadn't been for the scrap of blue paper left on your doorstep by uncle Arthur, you wouldn't be hunting for gems on an undistinguished planet called Tanglewood, hidden away in a dusty, forgotten corner of the galaxy.

Apparently, Arthur had bought the mining rights to Tanglewood for next to nothing, a price that accurately mirrored the total lack of mineable minerals to be found there. . . or so it appeared.

Anyway, just as Arthur was about to file Tanglewood under 'dead loss', one of his mining mobiles rescued a native who, in return for his life, revealed that some of the pretty, but otherwise unremarkable stones, which Arthur had previously ignored, in fact possessed special qualities.

It turned out that the stones had various uses, some of them military, that gave them immense value. Sadly, while celebrating his good fortune, Arthur was rather too loose-lipped about his new found knowledge, and news soon filtered back to the company that had originally sold him Tanglewood's mining rights.

The next thing he knew, Arthur's mining mobiles were being hounded by the company's own disrupter mobiles; his mining rights documents have been stolen, and the company were claiming that they had never sold the rights to him in the first place, and were bringing a case against him to have him thrown off the planet.

It was at this point that Arthur, knowing your prowess in the field of computers, wrote you the note, asking for your help. You have ten days to find the documents, stolen from your uncle Arthur.

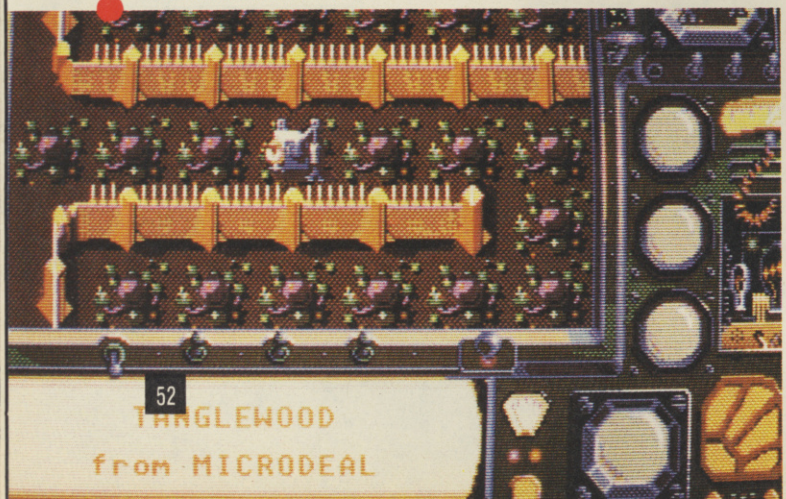
Tanglewood is a huge arcade adventure in which you can control a number of mobiles over (and inside) the planet. Each mobile was originally programmed to do certain tasks. Two problems here; firstly, the original programs were full of bugs, and secondly much of the data has become corrupted and is now useless. Mobiles are, to say the least, frustrating to control!

As if this wasn't enough you will also have to enlist the help of the native T'nglians who are a friendly, though highly ritualistic species. In fact, it turns out that every kind of interaction with the T'nglians is governed by a rigid set of rules.

The graphics of the planet's surface have a quality all of their own, a kind of Tanglewoodian feel you might say. The graphics inside the mine are equally impressive, giving you a first person view of proceedings as you wander through the tunnels.

It is difficult to categorise *Tanglewood*, which in itself is not a bad thing. The game, including movement, is entirely mouse controlled, the only text being in the form of information and reports.

Without spending a great deal of time on this one, it would be difficult, and indeed unfair, to give a final verdict on the overall quality of the game as an adventure; the problem being that it seems to be rather vast! If the solution sheets, supplied with the evaluation copy, are anything to go by, *Tanglewood* should keep problem solvers busy for weeks.



- GRAPHICS 9
- SOUND 7
- VALUE 9
- PLAYABILITY 7

C+VG HIT!

SHEKHANA COMPUTER SERVICES

Access

Order by credit line 01-348 2907

VISA

★ ★ SPECTRUM ★ ★	OUR PRICE
OUT RUN	6.99
FLYING SHARK	5.95
DRUID 11	5.95
SALAMANDER	5.95
THUNDER CATS – D2	5.95
720	6.99
BUBBLE BOBBLE – D2	5.95
IRON HORSE	5.95
SLAINE	7.50
MASTER OF UNIVERSE–MOVIE	5.99
MAGNIFICENT 7 – D2	7.95
TANK	5.95
NEMISES	4.99
RYGAR	6.99
IMPOSSIBLE MISSION II	6.99
PACS LAND	6.95
ELITE	9.95
THEATRE EUROPE	4.99
AZIMUTH HEAD ALIGNMENT	7.50
BATTLE OF BRITAIN	4.99
GAME SET+ MATCH–(£D14.95)	10.95
BLITZKRIEG	7.95
WORLD GAMES	6.99
WORLD CLASS L/BOARD	6.99
INTERNATIONAL KARATE +	7.95
JACKEL	5.95
SCALEXTRIC	7.50
BANKOK KNIGHTS	7.50
ELITE TRIO HIT PACK	7.95
T.T. RACER	7.50
CALIFORNIA GAMES– DISK	12.95
CALIFORNIA GAMES	6.99
JEWELS OF DARKNESS	11.95
SILICON DREAMS	11.95
STARGLIDER – D2	11.95
LAST NINJA	7.50
ANIMATOR 1	7.50
BOB SLEIGH	7.50
FOOTBALL DIRECTOR	6.95
ADVANCE TACTICAL FIGHTER	7.50
ARTIST 11 – 48K	12.95
OCP ART STUDIO	11.95
ARNHEM	7.95
RENEGADE – D2	5.95
GUNSHIP – D2	7.50
SENTINAL – D2	7.50
IRON HORSE	5.95
N.MANSELL–GRAND PRIX	7.50
THE PAWN – 128K	11.95
ARTIST 11 – 128K	14.95
JACK NIPPER 11	5.95
SILENT SERVICE	7.50
MERCENARY	7.50
EXPLODING FIST 11	6.95
STAR WARS	7.50
NOT A PENNY MORE	12.95
NAPOLEON AT WAR	7.95
JUDGE DEATH	7.50
SOLOMONS KEY	6.95
DESERT RATS	7.95
GAUNTLET 11 – D2	7.50
VULCAN	7.95
ACE 11	7.50
LASER TAGS	6.99
DARK SEPTRE	5.95
SOLID GOLD (£D10.95)	7.95
HEADCOACH	2.99
GRYZOR	5.95
GNOME RANGER	7.95
S. STREET BASKETBALL	7.50
ANNALS OF ROME	10.95
BUGGIE BOY	5.95
GAME OVER	5.95
DURELL 4 VOL 11	7.95
LEADER BOARD	7.50
P.A.W.	19.95
BATTLEFIELD GERMANY	10.95
FIRETRAP	7.50
EYE – D2	7.50
SILENT SERVICE	7.50
MERCENARY	7.50
GRAPHIC CREATOR	19.95
ADV ART STUDIO – 128K	19.95
FOOTBALL MANAGER 11	7.95
LIVE AMMO-OCEANS 5 HITS – D3	7.95
IKARI WARRIORS	5.95
ALT WORLD GAMES	5.99
G. LINEKER FOOTBALL	5.99
RAMPARTS	6.99
SORCERER LORD	10.95
COMBAT SCHOOL – D2	5.95
FLASH POINT	5.95
MAD BALLS	5.95
MATCH DAY II – D2	5.95
PHANTYS	5.95
PSYCHO SOLDIER	5.95
RASTAN	5.95
VICTORY ROAD	5.95
ROY OF THE ROVERS	7.50
RAMPAGE	7.99
GALACTIC GAMES	5.99
KNIGHTMARE	7.50
CHARLIE CHAPLIN	7.50
CARRIER COMMAND	12.95
GUILD OF THIEVES – DISK ONLY	12.95
SUPER HANG ON	7.50
PEGASUS BRIDGE	10.95
YOGI BEAR	7.50
DRILLER – D3	12.95
COMPENDIUM	5.99
BLOOD VALLEY	5.99
ELITE COLLECTION	12.95
NEBULUS	5.95
THROUGH THE TRAP DOOR	7.50
SPECDRUM	29.95
PLUS 2 LEAD	2.99
VIDEO DIGITIZER	68.95
MULTIPRINT	44.95
MULTIFACE 128K	44.95
RAM TURBO	12.95
RAM MUSIC MACHINE	49.95
10 × 3" DISKS	26.95
MULTIFACE 3	44.95
PLUS 2 DUST COVER	4.99
KEMPSTON INTERFACE	7.95
AMX MOUSE	69.95
MULTIFACE 3 + THROUGH PORT.	49.95

★ ★ AMSTRAD ★ ★ ★	
FOOTBALL DIRECTOR	6.95
GAME SET + MATCH – 3D	10.95
AZIMUTH HEAD ALIGNMENT	7.50
MONOPOLY – D2	7.95
SCRABBLE – D2	7.95
TRIVIAL PURSUIT – D4	12.95
IRON HORSE – D2	6.95
GAUNTLET 11 – D2	7.50
SALAMANDER – D2	6.95
BUBBLE BOBBLE – D2	6.95
ADVANCE TAC'L FIGHTER – D2	7.50
WORLD CLASS L/B – D2	7.50
ELITE 6 PACK 11 – D2	7.95
JACKEL – D2	6.95
INDIANA JONES – D2	7.50
URIDIUM	2.99
JUDGE DEATH – D2	7.50
ELITE COLLECTION – D4	12.95
RENEGADE – D2	6.95
MINI OFFICE 11 – D3	12.95
OUT RUN – D2	7.50
BOBS SLEIGH – D2	7.50
N. MANSEL – GRAND PRIX – D2	7.50
GUILD OF THIEVES - DISK	16.95
KNIGHT ORC – D4	11.95
SILICON DREAMS – D4	11.95
JEWELS OF DARKNESS – D4	11.95
THE MUSIC SYSTEM – D4	13.95
ADV MUSIC SYSTEM	24.95
OCP ART STUDIO	11.95
ADV ART STUDIO – DISK	19.95
STAR GLIDER – D4	11.95
VULCAN	7.95
DESERT RATS	7.95
SOLID GOLD – D4	7.95
BRAVESTARR – D2	7.50
KNIGHTMARE – D2	7.50
BUGGY BOY – D2	6.95
FIREZONE – D3	10.95
JINXTER – DISK	16.95
CARRIER COMMAND – D4	11.95
TIME + MAGICK – D4	11.95
IMPOSSIBLE MISSION 11 – D2	7.50
FOOTBALL MANAGER 11 – D2	7.50
LIVE AMMO-OCEAN 5 HITS - D3	7.95
BUBBLE BOBBLE – D2	6.95
ENLIGHTENMENT-DRUID 11 – D2	6.95
DELUXE SCRABBLE-DISK	13.95
GNOME RANGER – D2	7.95
EYE – D2	7.95
FIRE TRAP – D2	7.50
CALIFORNIA GAMES – D2	7.50
SEPTEMBER – D2	7.95
SLAINE – D2	7.50
RAMPARTS – D2	7.50
BRAVESTARR – D2	7.50
ROY OF THE ROVERS – D2	7.50
THROUGH THE TRAP DOOR – D2	7.50
BLOOD VALLEY – D2	7.50
DRILLER – D3	12.95
GUNSHIP – D4	12.95
THUNDER CATS – D2	6.95
PEGASUS BRIDGE – D3	10.95
SUPER HANG ON – D2	7.50
FLYING SHARK – D2	6.95
RYGAR – D2	6.95
720 – D2	7.50
CHARLIE CHAPLIN – D2	7.50
OUT RUN – D2	7.50
KNIGHTMARE – D2	7.50
GALACTIC GAMES – D2	7.50
RAMPAGE – D2	7.50
MAGNIFICENT 7 – D3	7.95
VICTORY ROAD – D2	6.95
RASTAN – D2	6.95
PSYCHO SOLDIER – D2	6.95
PHANTYS – D2	6.95
MATCH DAY 11 – D2	7.50
MAD BALLS – D2	6.95
GRYZOR – D2	6.95
FLASH POINT – D2	6.95
COMBAT SCHOOL – D2	6.95
SIDE ARMS – D2	7.50
SORCERER LORD – D3	10.95
SECOND CITY	5.95
G. LINEKER FOOTBALL – D2	7.50
ALT WORLD GAMES	7.50
LASER TAGS – D2	7.50
DISCOLOGY	13.99
10 X 13 DISKS	26.95
DISCOVERY PLUS	13.99
MULTIFACE 11	45.95

★ ★ ★ SEGA ★ ★ ★	OUR PRICE
MASTER SYSTEM	99.95
LIGHT PHASER	44.95
3-D GLASSES	39.95
CONTROL STICK	14.95
KONIXS JOYSTICK	12.99
GHOST HOUSE	14.95
TEDDY BOY	14.95
TRANSBOT	14.95
MY HERO	14.95
F-16 FIGHTER	14.95
MISSILE DEFENCE 3-D	24.95
SPACE HARRIER	24.95
OUT RUN	24.95
ROCKY	24.95
ZAXXON 3–D	24.95
CHOPLIFTER	19.95
FANTASY ZONE	19.95
BLACK BELT	19.95
ACTION FIGHTER	19.95
PRO WRESTLING	19.95
GREAT GOLF	19.95
WORLD SOCCER	19.95
THE NINJA	19.95
BANK PANIC	14.95
WONDER BOY	19.95
QUARTET	19.95
ZILLION	19.95
ENDURO RACER	19.95
WORLD GRAND PRIX	19.95
SECRET COMMAND	19.95
ASTRO WARRIOR/PIT POT	19.95
ALEX KIDD IN MIRACLE WORLD	19.95
SHOOT GALLERY	19.95
GANGSTER TOWN	19.95
★ ★ ★ NINTENDO SYSTEM ★ ★ ★	
DELUXE SET	159.99
CONTROL DECK	99.95
GYROMITE	31.50
STACK-UP	31.50
DUCK HUNT	28.50
GUMSHOE	28.50
ROBANS ALLEY	28.50
EXCITE BIKE	28.50
MACH RIDER	28.50
WRECKING CREW	28.50
GOLF	19.99
BASEBALL	19.99
SOCCER	19.99
TENNIS	19.99
10 YARD FIGHT	19.99
URBAN CHAMPION	19.99
SUPER MARIO BROTHERS	19.99
BALLON FIGHT	19.99
CLU CLU LAND	19.99
ICE CLIMBER	19.99
KUNG FU	19.99
KONIXS JOYSTICK	12.99
★ ★ ★ ★ ★ BBC ★ ★ ★ ★ ★	
SPITFIRE 40 - D2	7.95
SPELLBINDER (£D10.95)	8.95
URIDIUM	7.95
STAR WARS – D2	7.95
TRIVIAL PURSUIT – D4	12.95
ELITE – D4	11.95
ELITE – (3.5" DISK)	16.95
REVS – D2	10.95
REVS (3.5" DISK)	16.95
ELITE – ELECTRON	11.95
PAPER BOY – D2	7.95
★ ★ ★ C16 PLUS 4 ★ ★ ★	
ACE 2 – (+4 ONLY)	7.95
ACE – C16	7.95
ACE – (+4 ONLY)	7.95
GUNSLINGER – C16	4.99
GREMLINS – C16	4.99
BEACHHEAD – (C16 & +4)	4.99
ELITE HIT PACK – C16	8.50
SCOOBY DOO – C16	6.95
JET SET WILLY (C16 & +4)	6.95
ROMAN JACK 2 – C16	6.95
B. CLOUGHS FOOTBALL (+4 ONLY)	13.95
PAPER BOY – C16	6.95
★ ★ ★ ★ ★ JOYSTICKS ★ ★ ★ ★ ★	
QUICK SHOT 11	7.95
QUICK SHOT 11 TURBO	14.95
QUICK SHOT 11 PLUS	12.95
KONIXS	11.99
KONIXS + AUTOFIRE	12.99
EUROMAX NON AUTOFIRE	16.95
EUROMAX PROFESSIONAL PLUS	19.95
CHEETAH MACH 1 PLUS	14.95
CHEETAH 125 +	8.95
COMP PRO 5000 – BLACK	14.95
COMP PRO 5000 – CLEAR	15.95
COMP PRO 5000 – EXTRA	15.95
COMP PRO 500 – BBC	16.95
MICRO HANDLER	24.95
TAC 2 – £10.99 – TAC3	12.99
TAC 5	13.99
STARFIGHTER	9.99
SLIK STICK	6.99
ECONOMY	6.99
CRUISER JOYSTICK	9.95
★ ★ ★ ★ ★ MSX ★ ★ ★ ★ ★	OUR PRICE
SILICON DREAMS	12.95
F-1 SPRIT	19.99
ELITE	13.95
KNIGHT ORC	12.95
CALIFORNIA GAMES	7.99
NEMISES 2	19.95
VAMPIRE KILLER – MSX2	20.95
THE GOONIES	17.95
JEWELS OF DARKNESS	12.95
MONKEY ACADEMY	17.95

★ ★ HARDWARE SPECIAL OFFERS ★ ★
C64 CONNOISSEUR COLLECTION PACK CBM 64C COMPUTER C2N DATA RECORDER NEOS MOUSE AND CHEESE 6 X SOFTWARE GRAND MASTER CHESS CLUEDO, MONOPOLY, SCRABBLE PITMAN TYPING TUTOR AND RENAISSANCE. PLUS FREE 2 GAMES CASSETTES. R.R.P. £199.99 £189.95
CBM 64C COMPUTER C2N DATA RECORDER FANTASTICK 111 JOYSTICK PLUS FIVE FREE GAMES CASSETTES R.R.P. £179.95 £169.95
128 COMPUTER COMPENDIUM PACK COMMODORE 128 COMPUTER COMMODORE DATA RECORDER COMMODORE JOYSTICK MUSIC MAKER KEYBOARD FREE SOFTWARE: SPIRIT OF THE STONES CASSETTE JACK ATTACK CARTRIDGE INTERNATIONAL SOCCER CARTRIDGE R.R.P. £279.95 £259.95
1541C DISK DRIVE PLUS FREE: 20 BLANK DISKS PLUS FREE GAMES DISK R.R.P. £199.99 £189.95
COMMODORE 64C COMPUTER SEIKOSHA SP180 VC PRINTER R.R.P. £349.95 £309.95
COMMODORE 1901 COLOUR MONITOR RGB + PAL SWITCH R.R.P. £299.95 £289.95
SEIKOSHA SP180 VC PRINTER WITH SERIAL CABLE AND EASY SCRIPT WORD PROCESSOR R.R.P. £199.95 £179.95
COMMODRE 64C PLUS FREE GAME R.R.P. £169.95 £149.95
COMMODRE C128 COMPUTER R.R.P. £199.95 £179.95
COMMODRE PLUS 4 COMPUTER PACK PLUS 4 COMPUTER CBM DATA RECORDER, JOYSTICK PLUS FREE: 10 CASSETTE SOFTWARE THREE CARTRIDGE SOFTWARE R.R.P. £99.95 £79.95
DISK DRIVES: EXCELERATOR + £149.95 EXCELERATOR + AND GEOS R.R.P. £159.95 £155.95 EXCELERATOR + GEOS PLUS FREEZE MACHINE R.R.P. £179.95 £175.95
ZX SPECTRUM PLUS 3 PLUS JOYSTICK PLUS 6 GAMES £199.00
AMIGA 500 + MOUSE + DELUXE PAINT PLUS FREE 10 X DISKS R.R.P. £575.00 £499.99
ATARI 520 STFM + MOUSE R.R.P. £299.99 £299.99
BY MAIL ORDER PLEASE ADD £5 PER MACHINE FOR P+P + HARDWARE ONLY AVAILABLE AT 655 GREEN LANES LONDON N8. 01-340 8565

★ ★ COMMODORE 64 ★ ★	OUR PRICE
OUT RUN – D2	7.50
FLYING SHARK – D1	6.95
ELITE 6 PACK 11 – D2	7.95
DRUID 11 – D1	6.95
SHOOT EM UP CONS'T KIT – D4	12.95
BARBARIAN – D2	7.50
SALAMANDER – D2	6.95
APOLLO 18 – D3	8.50
SOLID GOLD – D2	7.99
IRON HORSE – D2	6.95
HUNTERS MOON – D2	7.50
720 – D2	7.50
WORLD CLASS LEADERBOARD – D2	7.50
ADVANCED ART STUDIO – D5	19.95
GUILD OF THIEVES (DISK ONLY)	14.95
RIM RUNNER – D2	7.50
GAUNTLET 11 – D2	7.50
STAR WARS – D2	7.50
NOT A PENNY MORE	12.95
INDIANA JONES – D2	7.50
BARDS TALE 1 – DISK	12.99
KNIGHTS GAMES 11 – D2	7.50
JUDGE DEATH – D2	7.50
BATTLE OF GUADALCANAL – D2	7.50
M.O.T. UNIVERSE – MOVIE – D2	7.50
ZIG-ZAG – D2	7.50
HIGH FRONTIER – D2	7.50
DISCOVERY – D2	7.50
THE LAST NINJA – D2	7.50
TRANTOR – D2	7.50
PREDATOR – D2	7.50
CALIFORNIA GAMES – D2	7.50
IMPLOSION – D2	7.50
MINI OFFICE 11 – D4	14.95
BISMARK – D2	7.50
MAGNIFICENT 7 – D3	7.99
PACS LAND – D2	7.50
AZIMUTH HEAD ALIGNMENT	7.50
ELITE – D3	11.95
SILICON DREAMS – D2	11.95
BOBS SLEIGH – D2	7.50
SIDE WIZE – D1	6.70
TRIVIAL PURSUIT – D4	12.95
MAGNATRON – D2	6.95
ACE 2 D2	7.50
TANK – D1	6.95
SLAINE - D2	7.50
KNIGHT ORC – D3	11.95
JEWELS OF DARKNESS – D2	11.95
BANKOK KNIGHTS – D2	7.50
TEST DRIVE – D3	8.50
WARGAMES CONS – DISK	14.95
CARRIER FORCE – DISK	24.95
AIRBOURNE RANGER – D4	12.95
DEFENDER OF THE CROWN – DISK	12.99
STEALTH FIGHTER – D4	12.99
ALT WORLD GAMES – D2	7.50
PHM PEGASUS – D2	7.99
G. LINEKERS FOOTBALL – D2	7.50
SORCEROR LORD – D3	10.95
SIDE ARMS – D1	7.50
COMBAT SCHOOL – D2	6.95
FLASH POINT – D2	6.95
GRYZOR – D2	6.95
MAD BALLS – D2	6.95
PHANTYS – D2	6.95
PSYCHO SOLDIER – D2	6.95
RASTAN – D2	6.95
SEPTEMBER – D2	7.50
GALACTIC GAMES – D2	7.50
KNIGHTMARE – D2	7.50
CHARLIE CHAPLIN – D2	7.50
BUBBLE BOBBLE – D2	7.50
RYGAR – D2	7.50
JACKEL – D2	6.95
SUPER HANG ON – D2	7.50
PEGASUS BRIDGE – D3	10.95
THUNDER CATS – D2	7.50
DRILLER – D3	11.95
COMPENDIUM – D2	7.95
BLOOD VALLEY – D2	7.50
NEBULUS – D2	6.95
MORPHEUS – D2	11.95
THROUGH THE TRAP DOOR – D2	7.50
ROY OF THE ROVERS – D2	7.50
BRAVESTARR – D2	7.50
RAMPARTS – D2	7.50
SEPTEMBER – D2	7.50
FIRETRAP – D2	7.50
EYE – D2	7.50
ADVANCE TACTICAL FIGHTER – D2	7.50
GNOME RANGER – (D£9.95)	7.95
DELUXE SCRABBLE – D3	10.95
LIVE AMMO – 5 HITS – D2	7.95
FOOTBALL MANAGER 11 – D2	7.50
IMPOSSIBLE MISSION 11 – D2	7.50
JINXTER – DISK	14.95
IMPACT – D2	7.50
MASK 11 – D2	7.50
GAME SET & MATCH – D4	10.95
DESTROYER – DISK ONLY	12.99
LASER TAGS – D2	7.50
GUNSHIP – D4	12.95
824 – D4	12.95
WORLD TOUR GOLF – D2	7.99
MEAN STREET – D2	7.50
INTER KARATE PLUS - D2	7.50
INSPECTOR GADGET - D2	7.50
ELITE COLLECTION – D4	12.95
BUGGY BOY – D2	7.50
SPY CATCHER – D3	10.95
LEATHER NECKS – D3	10.95
FINAL FRONTIER	10.95
FORTRESS AMERICA – D3	10.95
YOGI BEAR – D2	7.50
+FAST HACK 'EM	19.99
RESET SWITCH	6.99
+AMX MOUSE	69.95
+C2N DATA RECORDER	29.95
+NEOS MOUSE + CHEESE	29.95
PHANTOM	75.99
EXPECT + ESM	28.99
+ACTION REPLAY MK.4	28.99
FREEZE MACHINE	27.99
SLIMLINE 64 KEYBOARD	19.95

★ ★ ★ ★ ★ AMIGA ★ ★ ★ ★ ★	
BARBARIAN (PYGNOSIS)	19.95
TEST DRIVE	22.00
CALIFORNIA GAMES	19.95
DEFENDER OF THE CROWN	24.95
KNIGHT ORC	14.95
JEWELS OF DARKNESS	14.95
STARGLIDER	19.95
GUILD OF THIEVES	19.95
THE PAWN	19.95
SILICON DREAMS	14.95
JINXTER	19.95
CARRIER COMMAND	14.95
TIME & MAGIK	19.95
DICK SPECIAL	19.95
MARAUNDER 11	28.99
LEISURESUIT HARRY	19.95
3D HELICOPTER SIMULATION	19.95
POLICE QUEST	19.95
THEXDER	19.95
TRACKER	19.95
EARL WEAVERS BASEBALL	19.95
RED OCTOBER	19.95
PACS LAND	14.95
MARBLE MADNESS	15.95
BACKLASH	14.95
FLIGHT SIMULATOR 11	39.95
EGO	14.95
LEADERBOARD	19.95
PHANTASIE 3	19.95
FOOTBALL MANAGER 2	14.95
ULTIMA 3	19.95
GAUNTLET	19.95
ICE HOCKEY	19.95
IMPACT	12.99
10 X 3 5" DISKS	14.95

★ ★ ★ ★ ★ ATARI ST ★ ★ ★ ★ ★	
STAR TREK	14.95
EGO	14.95
ARMY MOVES	14.95
SLAP FIGHT	14.95
STAR WARS	14.95
JOYSTICK EXTENSION LEAD	6.95
GETTYSBURG	24.95
TRIVIAL PURSUIT	14.95
SKULLDIGGERY	15.95
BLACK LAMP	14.95
ICE HOCKEY	19.95
BARDS TALE 1	19.99
BLUE WAR	14.95
RED OCTOBER	19.99
DEGAS ELITE	22.95
CAPTAIN AMERICAN	14.95
WIZARDS WARZ	14.95
BRAVE STARR	14.95
ENDURO RACER	19.95
ARKANOID	14.95
WIZBALL	14.95
FLYING SHARK	14.95
NORD & BERT	24.95
GAUNTLET 11	14.99
BACKLASH	14.95
ALT WORLD GAMES	14.99
G. LINEKER FOOTBALL	14.99
RANA RAMA	14.99
THEXDER	19.99
POLICE QUEST	19.99
3D HELICOPTER SIMULATION	19.99
LEISURESUIT HARRY	19.99
BARBARIAN (PALACE)	12.99
BARBARIAN (PYGNOSIS)	19.95
BACKLASH	14.95
RENEGADE	14.95
SCENERY DISK 3	19.95
FLIGHT SIMULATOR 11	39.95
TRANTOR	14.95
CHESSMASTER 2000	19.99
ULTIMA 3	19.95
BUBBLE BOBBLE	14.95
SENTINAL	14.95
DICK SPECIAL	19.95
TIME & MAGIK	14.95
CARRIER COMMAND	19.95
JINXTER	19.95
UNIV'L MILITARY SIMULATOR	19.95
ADVANCED ART STUDIO	19.95
TRACKER	19.95
STARGLIDER	19.95
JEWELS OF DARKNESS	14.95
KNIGHT ORC	14.95
THE PAWN	19.95
GUILD OF THIEVES	19.95
SILICON DREAMS	14.95
AIRBALL	19.95
AIRBALL CONST KIT	12.95
ST COPY 11	29.99

VISIT OUR SHOP AT
01-631 4627
COMPUCENTRE - 221
TOTTENHAM COURT ROAD
LONDON W1

ALSO AVAILABLE ON DISK FORMAT D1=£10.99, D2=£12.99, D3=£14.99, D4=£16.99, D5=£19.99

Visit our Shop at
KHAN BROTHERS
655 GREEN LANES
LONDON N8
Open 7 days a week
01-340 8565

FOR MAIL ORDER: PLEASE MAKE CHQ/P.O PAYABLE TO: S.C.S. (CV+G), 655 GREEN LANES, LONDON N8 0QY. P+P INCLUDED IN UK, EUROPE ADD £1 PER ITEM, ELSEWHERE ADD £2 PER ITEM, ADD £5 PER MACHINE. SEND S.A.E. FOR FREE LIST. PLEASE SPECIFY MACHINE TYPE IN YOUR ORDER.

PERSONAL CALLERS PRODUCE THIS ADVERT AT EITHER SHOP FOR ABOVE DISCOUNTS TO: S.C.S. UNIT 5, 221 TOTTENHAM COURT ROAD, LONDON W1R 9AF. (NEAR GOODGE ST TUBE STATION) (LEFT HAND SIDE OF SHOP) OR AT KHAN BROTHERS –655 GREEN LANES, LONDON N8 0QY (NEAREST TUBE STN TURNPIKE LANE).

ACCESS AND VISA CARD HOLDERS RING:
01-348 2907
01-340 8565
01-631 4627
CREDIT CARD ORDERS DESPATCHED SAME DAY SUBJECT TO AVAILABILITY. *ALL NEW RELEASES ARE SUBJECT TO RELEASE DATE PLEASE RING FOR AVAILABILITY.

DEFLEKTOR

- MACHINES: SPECTRUM 48/128/ AMSTRAD CPC RANGE/ COMMODORE 64/ATARI ST
- SUPPLIER: GREMLIN GRAPHICS
- PRICE: SPECTRUM £7.99, AMSTRAD/C64 (TAPE) £9.99, (DISK) £14.99/ATARI ST £19.99
- VERSION TESTED: SPECTRUM C64
- REVIEWER: PAUL

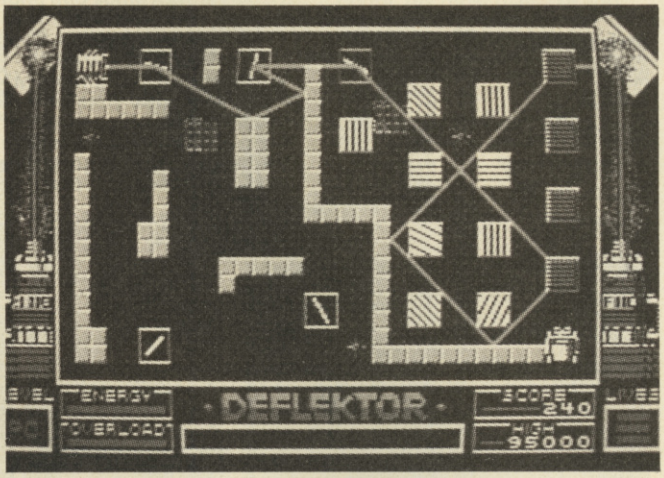
It's always refreshing when you come across a game that's a little 'different' and Gremlin's *Deflektor* is certainly that. The press release says "No heroes. No foes. Only pure skill and technology". And who am I to disagree with that?

In each of the game's 60 screens there is a laser transmitter and receiver. The object of the game is to guide the laser beam around each screen until it makes contact with the receiver.

At the start of each level the screen contains a number of bombs which disappear in a puff of smoke when hit by the beam. By manipulating the rotating mirrors, and using the various walls, transporters, and lenses, you must first destroy all the bombs on the screen, before being able to reach the receiver.

When the last bomb bites the dust, a section of all, or some other blockage disappears, opening up a clear path along which the beam can now travel to the receiver.

Whenever the beam is reflected directly back into the laser, the system starts to overload, giving you precious few seconds to avoid disaster, by deflecting the beam elsewhere. Other hazards include mines which are detonated by continuous or repeated exposure to the beam, and annoying, blob-like aliens, who have a nasty habit of meddling with mirrors at the worst possible moment.



Many levels have maze-like sections and the walls also reflect the beam, and often play an important part in its journey.

With practice and demo modes, and enough levels to keep you going for weeks, *Deflektor* is well worth a look if you're after an arcade game that'll exercise the brain cells as well as test your dexterity.

	SPECTRUM	CBM
GRAPHICS	8	9
SOUND	6	8
VALUE	8	8
PLAYABILITY	10	10

COSMIC CAUSEWAY

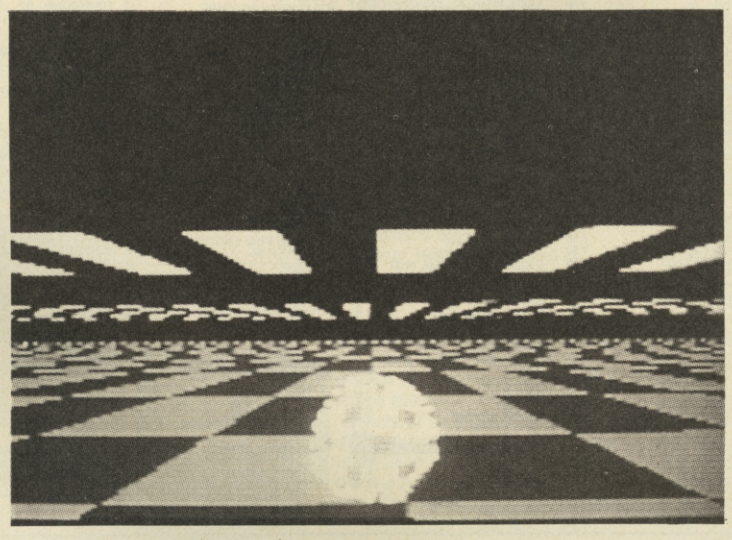
- MACHINE: CBM 64
- SUPPLIER: GREMLIN GRAPHICS
- PRICE: £9.99
- REVIEWER: PAUL

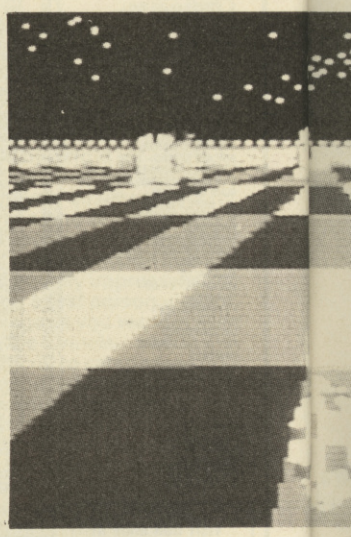
Excuse me while I just re-adjust my eyes. My horizontal hold has taken a severe battering hurtling down the *Cosmic Causeway* otherwise known as *Trailblazer II.*

This is basically *Trailblazer*, only more. Lots more. Much more. Brilliantly more.

You control a bouncing ball which whizzes down 24 fraught-ridden cosmic trails over six levels. The trails consist of different coloured squares, each with its own special property. Some make you speed up, others slow you down. And the black squares do not exist. Land on these and you disappear into the void and one life is lost. You must complete the level in the required time to continue.

The squares and their properties are: Brown (Safe square); Grey (Marks the end of a level. This is where you can select your icons. The timer will not start until you leave this area); Blue (Bounce you in the air); Green (Speeds you up); Red (Slows you down); Purple (Bounce you backwards); Cyan (Reverse the left/right controls. On higher levels, some red squares behave like cyan ones. (Sneakey, eh?); and Black into the abyss!

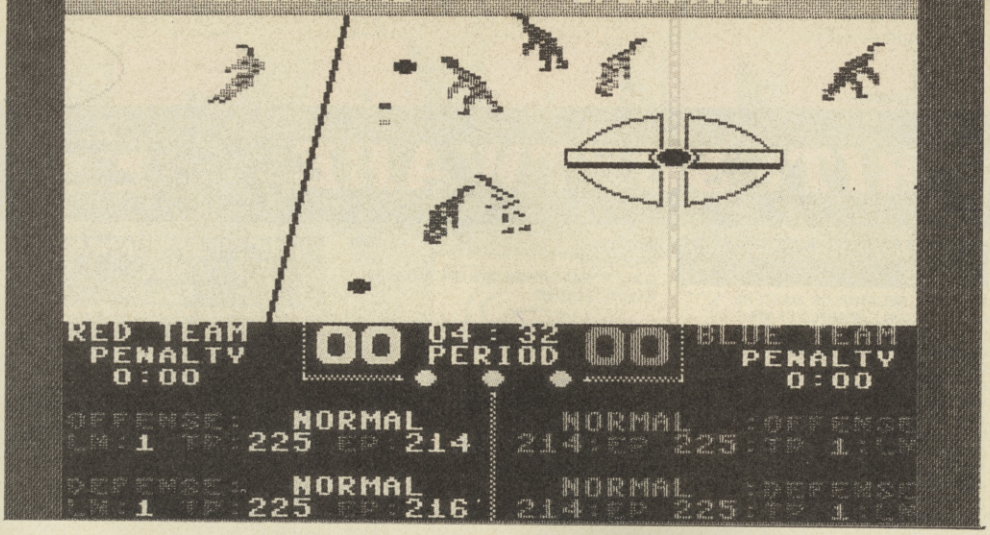




Watch out for shimmering white disks. Hit these and you can gain credits which you can spend on the following icon features.

The icons, which last just for one level, are: Score × 3 (Multiplies current level score by three); Roll on ceiling (Where there is one); Cyan Deactivate (Makes cyan squares behave like brown ones); Purple Deactivate (Allows you to roll over purple squares); Turbo (Gives great speed. If your speed is great enough you can smash through walls); Shield (Collision with aliens will not throw you off course, but will destroy them and gain you points); Roll Over Holes (Obvious that); Time Retarder (Slows the timer to half speed).

There are also walls in the Cosmic Causeway with one of three types of doorway through which you must pass. Some doors open and close all the time, some open only as you approach and some will begin to close as you approach.



C+VG REVIEWS 22

- MACHINES: CBM64/IBM/ATARI ST/AMIGA
- SUPPLIER: DATABYTE
- PRICE: £9.95/£14.95 (CBM 64 CASS AND DISK), £24.95 (IBM/AMIGA/ST)
- REVIEWER: PAUL

ICE HOCKEY

I don't know much about hockey and can't get all that worked up about picking winning teams. But I do like a good, action packed game. And this Mindscape import from Databyte is a goodie.

Within a few minutes I was slip sliding away, getting into the thick of the action. I even managed to get myself sent off two or three times for hacking away at the opposition. Okay, I admit I wasn't near the puck but being forced to sit out while valuable playing seconds tick by is very frustrating. Unfair!

The program enables you to be player, coach and manager. So if you're power mad and hungry for God-like authority, you should find plenty to please here.

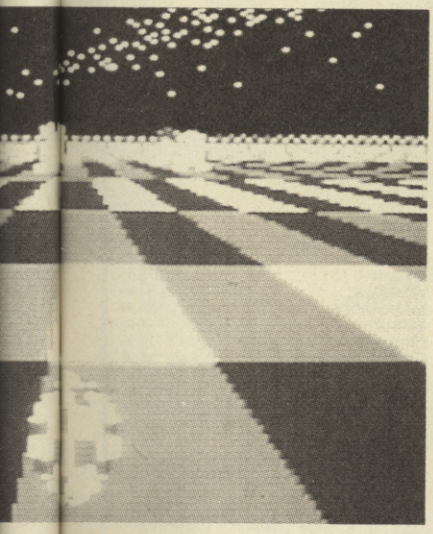
On the ice you have the choice of being centre or goalie. I preferred the centre, giving me chance to roam far and wide and get involved in the action where ever it was. The player you control is highlighted in a different colour to the rest of the teams. The play is fast, smooth and fun. I particularly like the way the players skate about, heads turning this way and that to see what's going on.

The play is also pretty realistic. You make slap shots, block, pass and check with your hips.

Your team can compete in league, division and conference championships, heading ultimately to the Sport Time Cup series. Playing the part of manager/coach you can trade or recruit new players, hold training camps and plan strategies.

The trouble with all this option chasing and team management stuff is it slows the game down. It would have been better if they had used the memory for better arcade-style play – with some elements of beat 'em up. After all ice hockey is probably more suited to flying fists than karate.

- GRAPHICS 5
- SOUND 4
- VALUE 5
- PLAYABILITY 6

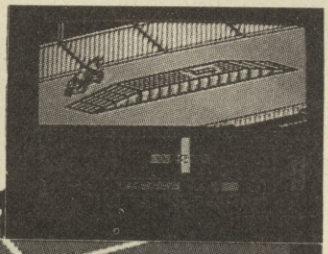


Cosmic Causeway is just that – Cosmic!

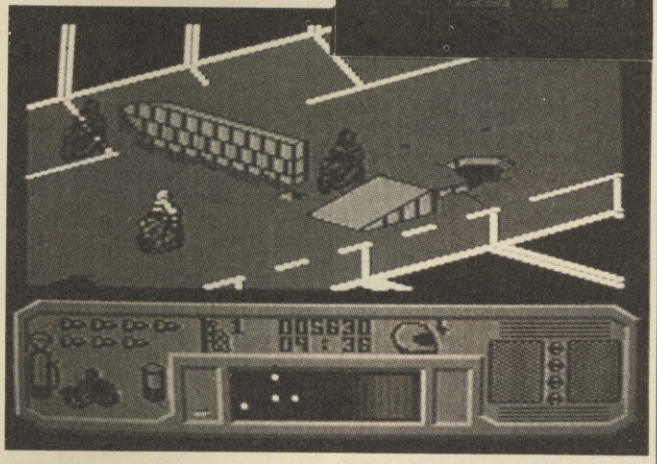
- GRAPHICS 9
- SOUND 9
- VALUE 8
- PLAYABILITY 9

C+VG HIT!

MEAN STREAK



- MACHINE: C64/SPECTRUM
- SUPPLIER: MIRRORSOFT
- PRICE: £9.95 (C64 TAPE), £12.95 (C64 DISK) £8.95 (SPEC)
- VERSION TESTED: C64
- REVIEWER: TIM



Burn it up on the Battletrack, the 23rd century equivalent of a motorway! But here it's almost legal to behave in a totally anti-social fashion.

In the 23rd century people travel using matter transport beams and roads are obsolete. But there are gangs of rebel bikers dedicated to keeping the old ways open – a bit like motorised Ramblers I guess.

But true to form they've turned their hobby into a competitive event – Rollerball on wheels. The survivor of the high speed dash around the m-way wins the ultimate bike – the Mean Streak.

Load up the game and you find yourself on the Battletrack, riding a heavily armed super-bike. You have rockets, machine guns and oil to use against your fellow competitors. Extra ammo and oil can be picked up as you race.

Use the on screen radar to pick up other riders and dodge about – avoiding their gunfire and ramming tactics.

Destroy opposing bikers and you win extra time – yup, each of the five levels puts you up against the clock. You can nudge other bikes in deadly obstacles – like walls. And you can jump your bike over rocks, holes in the road, water and oil slicks if you act fast enough.

Everything is controlled via the joystick – which makes steering and firing a bit tricky in tight situations, but is soon mastered after a couple of games.

To wipe out your opponents it's best to allow them to race past you and blast them with rockets or guns – I haven't quite mastered the use of oil slicks yet.

As you race along the diagonally scrolling track you'll come across ramps which can be driven over – and walls which must be dodged or blasted.

Mean Streak is a pretty playable game, with reasonable graphics and a neat driving soundtrack – in fact the music was the thing I liked most about the 64 version of the game.

Not a mega-game – but not a bad addition to your collection.

- GRAPHICS 7
- SOUND 8
- VALUE 7
- PLAYABILITY 7

C+VG HIT!

BYRITE SOFTWARE

COMMODORE £1.99 EACH CASSETTES

FIFTH QUADRANT, MONTEZUMA'S REVENGE, KORONIS RIFT, MISSION OMEGA, PLAY CARDS RIGHT, DANDY, BOULDERDASH, BOULDERDASH II, I.C.U.P.S., INFODROID, AVENGER, DRUID, HIGHLANDER, THE FORCE, KINETIK, MAX HEADROOM, CHIMERA, STARQUAKE, HYPABALL, STAR LEAGUE BASEBALL, TRANSFORMERS, NOSEFERATU, JET SET WILLY II. MUGSYS REVENGE/MUGSY, PRODIGY, HACKER, MINDSHADOW, B. McGUIGANS BOXING, NEO CLYPS, POLAR PIERRE, ROGUE TROOPER, SKY RUNNER, DRAGONSKULLE. EXPLORER, BACK TO FUTURE, GT ESCAPE, MAJIC MADNESS, COLOUR OF MAJIC, DONKEY KONG (Cartridge), ESCAPE FROM PARADISE, 10th FRAME, QUAKE MINUS ONE, COMET GAME. BULLDOG, KRYSTALS OF ZONG, HYPER BIKER, OUT ON A LIMB, WILLOW PATTERN, SYSTEM 15000 2nd Ed., FIGHTER PILOT, ICE BUSTERS, ROBIN OF THE WOOD. NEMESIS THE WARLOCK, MOON CRISIS 1999, STRIKE FORCE COBRA, MOON CRESTA, EMPIRE, MISSION A.D., DOUBLE TAKE, AGENT ORANGE, MASTERS UNIVERSE ADVENTURE, TAG TEAM WRESTLING. DECATHALON, JUMPIN JIMMY, XENO, FUTURE KNIGHT, ARC OF YESOD, KRAKOUT, EVIL CROWN, MARIO BROS. CHAMELEON, DEVS EX MACHINA, TOUGH TYPE, SHAOLINS RD, COMIC BAKERY, ITS A KNOCKOUT, LITTLE COMP PEOPLE. OIL WELLS (Cartridge), MR COOL (Cartridge), SPIRIT STONES, SHERLOCK (B.J. Bear Get Ready Numbers), ENIGMA FORCE, SUPER BASIC. FASSEM M/C LANG ASS., GRANDMASTER CHESS, PITMAN TYPING TUTOR, ADRIAN MOLE, HAMPSTEAD, INTRO TO BASIC Pt. 1.

COMMODORE £2.99 EACH CASSETTES

APSHAI TRILOGY, DARK EMPIRE, THE DETECTIVE, LEGIONS OF DEATH, SIGMA 7, FIRELORD. SUPER STAR PING PONG, HEADCOACH, FALCON PATROL II, CHALLENGE OF GOBOTS, LEADERBOARD, CYBORG. TEMPLE OF TERROR, KAYLETH, PILE-UP, URIDIUM, HYBRID, BRIDE OF FRANKENSTEIN, DRAGONS LAIR, PUB GAMES, CLASSIC SNOOKER, ELEVATOR ACTION, EAGLES, YABBA DABBA DOO. SKATEROCK, TOMAHAWK, MARBLE MADNESS, NETHER EARTH, WERNER, DOGFIGHT 2187, MOUNTIE MICKS DEATHRIDE. DEATHSCAPE, MONTY ON THE RUN, DEADRINGER, KILLER RING. BOULDERDASH CONST. KIT, ON-COURT TENNIS, BEYOND FORBIDDEN FOREST, DEACTIVATORS, BATTALION COMMANDER, RANARAMA, GREYFELL, WIBSTARS, SHADOW SKIMMER, SPY V SPY III, THANATOS, VIETNAM, INT KARATE, NEMESIS (Konami), JAILBREAK (Konami), FIRELORD, RESCUE ON FRACTALUS.

COMMODORE £2.99 EACH CASSETTE COMPILATIONS

INDOOR SPORTS, ALLIGATA ACTION PACK, 10 COMPUTER HITS Vol. 3, ZAPP SIZZLERS II, PLATFORM PERFECTION, UNBELIEVABLE ULTIMATE, SCOTT ADAMS SCOOPS, BEST OF BEYOND, SHOOT EM UPS COMPILATION, BIG NAMES BONANZA.

COMMODORE UTILITYS

64 MUSIC MAKER KEYBOARDS	£5.00
NEOS MOUSE CASS.	£20.00
NEOS MOUSE DISC	£23.00
COMPETITION PRO JOYSTICKS	£12.95
CRUISER JOYSTICK	£8.95
MINI OFFICE II.	Cass. £14.95. Disc £17.95

COMMODORE SPINNAKER EDUCATIONAL ALL £1.99 EACH

RANCH, NUMBER TUMBLERS, SONGMAKER, ALPHA-BUILD, MAKE A FACE, DANCE FANTASY, ALF, LOGIC LEVELS, ALPHABET 200, FRACTION FEVER, AEGEAN VOYAGE, STORY MACHINE, SEA-SPELLER.

COMMODORE £1.99 EACH DISCS

HYPABALL, DECATHALON, MASTERS UNIVERSE (Adv.), HEARTLAND, NEMESIS WARLOCK, PASTFINDER, GALACTIC CONTROLLER. THING ON SPRING, 10TH FRAME, NEXUS, STARION, REDHAWK, FIGHTING WARRIOR, DRUID, RED ARROWS, MURDER BY THE DOZEN, KORONIS RIFT, TRACER SANCTION. TRANSFORMERS, BATTLE MIDWAY, R.M.S. TITANIC, CHAMELEON, EXPLORER, SPINDIZZY, HACKER, GT AMERICAN ROAD RACE, PRODIGY, CHOLO. SPIRIT STONES, ZORK II, ZORK III, STARCROSS, DEADLINE, SUSPENDED.

COMMODORE £3.99 EACH DISCS

ASSEMBLER TUTOR, LITTLE COMP PEOPLE, TOMMAHAWK, BOULDERDASH CONST KIT, EASY FILE, LOGO, FUTURE FINANCE.

COMMODORE AMIGA SOFTWARE

WISHBRINGER	£10.00
SUSPENDED	£10.00
MIND FOREVER VOYAGING	£10.00
DEADLINE	£10.00
SPELLBREAKER	£10.00
WITNESS	£10.00
STARCROSS	£10.00
STATION FALL	£10.00
TRINITY	£10.00
MOONMIST	£10.00
SEA STALKER	£10.00
CUTTHROATS	£10.00
SUSPECT	£10.00
INFIDEL	£10.00
PLANETFALL	£10.00
ZORK II	£10.00
ZORK I	£10.00
FINAL TRIP	£10.00
DR FRUIT	£10.00
VADER	£10.00
ROADWARDS	£13.95
LITTLE COMP PEOPLE	£12.95
PORTAL	£12.95
STAR WARS	£13.95
BARBARIAN	£17.50
BUBBLE BOBBLE	£13.95
SUPER SPRINT	£13.95
DEFENDER OF CROWN	£20.50
BACKLASH	£13.95
WESTERN GAMES	£13.95

THIS IS ONLY A SAMPLE. ALL NEW TITLES AT 30% OF RRP.

COMMODORE NEW TITLES

DRILLER	£10.50
RASTAN	£6.25
SIDEARMS	£6.95
COMBAT SCHOOL	£6.25
AIRBORNE RANGER	£10.50
STEALTH FIGHTER	£10.50
BOBSLEIGH	£6.95
COSMIC CAUSEWAY	£6.95
720°	£6.95
TRACK 'N' FIELD	£6.25
LIVE AMMO	£6.95
OUTRUN	£6.95
SUPERSTAR ICE HOCKEY DISC	£10.50
THUNDERCHOPPER DISC	£10.50
PEGASUS	£6.95
OCTAPOLIS	£6.95
MADBALLS	£6.25
TETRIS	£6.25
C. YEAGERS A.F.T. DISC	£12.50
PIRATES	£10.50
PSYCHO SOLDIER	£6.25
MASTERS UNIV MOVIE	£6.95
SOLID GOLD	£6.95
GAME, SET, MATCH	£9.00
EPYX EPICS	£6.95
MAGNIFICENT 7	£6.95
TEN GREAT GAMES	£6.95
10 COMP HITS 4	£6.95
BATTLES IN NORMANDY DISC	£11.50
DEFENDER OF THE CROWN	£10.50
SKATE OR DIE	£6.95
ALTERNATIVE WORLD GAMES	£6.95
RISK	£6.25
BASKET MASTER	£6.25
MATCH DAY II	£6.25
BRAVESTAR	£6.95
PREDATOR	£6.95

DON'T FORGET A FULL 30% OFF ANY NEW TITLE NOT LISTED.

BYRITE SOFTWARE 1-3 TITLES 75p. 4 OR MORE £1.00.

ATARI S.T. SOFTWARE

ADDICTABALL	£10.00
LIVINGSTONE I PRESUME	£10.00
CHAMPIONSHIP WRESTLING	£10.00
WORLD GAMES	£12.95
WISHBRINGER	£10.00
PLANETFALL	£10.00
LURKING HORROR	£12.95
BORROWED TIME	£10.00
HACKER	£10.00
ZORK II	£10.00
PLANETFALL	£10.00
STATIONFALL	£10.00
MOONMIST	£10.00
ULTIMA II	£10.00
ZORK III	£10.00
BALLYHOO	£10.00
BLACK CAULDRON	£10.00
ZORK I	£10.00
AMAZON	£10.00
KINGS QUEST II	£10.00
GOLDEN PATH	£10.00
MIND FOREVER VOYAGING	£10.00
CUTTHROATS	£10.00
HACKER II	£10.00
TURBOST	£10.00
INFIDEL	£10.00
TRINITY	£10.00
FARENHEIT 451	£10.00
BOULDERDASH CONST KIT	£10.00
NINE PRINCES IN AMBER	£10.00
JEWELS OF DARKNESS	£12.95
SILICON DREAMS	£12.95
ROADWARS	£13.95
LITTLE COMP PEOPLE	£12.95
SKYRIDER	£11.50
PLUNDERED HEARTS	£20.95
STAR WARS	£13.95
DEFENDER OF CROWN	£20.50
CHESSMASTER 2000	£22.00
PALACE BARBARIAN	£11.00
BARBARIAN	£17.50
TERRORPODS	£17.50
OBLITERATOR	£17.50
MASTERS OF UNIV MOVIE	£13.99
STAR TREK	£13.95
BUBBLE BOBBLE	£13.95
SUPER SPRINT	£13.95
GAUNTLET	£17.50

ANY NEW TITLE NOT LISTED AT 30% OFF RRP!!

BYRITE SOFTWARE 1-3 TITLES 75p. 4 OR MORE £1.00.

SPECTRUM £2.99 EACH CASSETTES

IMPOSSABALL, JAILBREAK, TRAP, NEMESIS, CHALLENGE OF GOBOTS, HARDBALL, PYRACURSE. SIGMA 7, WIBSTARS, KILLER RING, ELEVATOR ACTION, THANATOS, REBEL PLANET. MOON CRESTA, PLAY CARDS RIGHT, DEEP STRIKE, DARK EMPIRE. SPY V SPY III, FOOTBALL MANAGER, FIGHTER PILOT, MONTY ON RUN, GUNRUNNER, BUTCH HARD GUY, RESCUE ON FRACTALUS, RANARAMA. TUJAD, COLOUR OF MAJIC, PUB GAMES, DEACTIVATORS, GREYFELL, DOGFIGHT 2187, BRIDE OF FRANKENSTEIN, HYBRID, STOLE A MILLION, TRIAXOS. DEADRINGER, MOUNTIE MICKS DEATHRIDE, KRAKOUT, NETHER EARTH, INFILTRATOR, DINAMITE DAN II, FAIRLIGHT II, DEATHSCAPE, STRIKE FORCE COBRA, GOONIES, LEADERBOARD, GRANGE HILL, SOUTHERN BELLE.

SPECTRUM UTILITYS

ROTRONICS WAFADRIVE + 1 FREE 64k WAFA £17.49 INC P&P.
CURRAM MICRO-SLOT £2.95 EACH.
ALPHA-COM PAPER 5 ROLLS £10.95 INC P&P.
SPEC-DRUMS £25.00.
MICRO-DRIVE CARTS £1.75 EACH.
EXTRA WAFADRIVE CARTRIDGES 16k £2.00 EACH. 64k £3.50 EACH.
MULTIFACE ONE £37.95.
MULTIFACE 128 £42.00.
MULTIFACE 3 £42.00.
MULTIPRINT £37.95.
VIDEO-DIGITIZER £65.00 (ROMANTIC ROBOT).
GENIUS MOUSE £37.95.

SPECTRUM SPINNAKER EDUCATIONAL ALL £1.99 EACH

KINDERCOMP, ALPHABET 200, MAKE A FACE, AEGEAN VOYAGE, LOGIC LEVELS, KIDS ON KEYS, FRACTION FEVER, RANCH, NUMBER TUMBLERS, DANCE FANTASY, UP & ADD EM.

SPECTRUM £1.99 EACH CASSETTES

SPLITTING IMAGE, MAILSTROM, VU-CALC, 10TH FRAME, EXPRES RAIDER. KINETIK, COMET GAME, POLE POSITION, MS PAC-MAN, XCEL. SKOOLDAZE, FIGHTING WARRIOR, BATTLE OF PLANETS, 3 WEEKS IN PARADISE, PSI-5-TRADING CO. COSMIC SHOCK ABSORBER, MIKIE, KORONIS RIFT, HIVE, PRODIGY, REVOLUTION, FIFTH QUADRANT, GALVAN, ICE TEMPLE, DOUBLE TAKE, SKYFOX, HACKER, ACTION REFLEX, SAI-COMBAT, FUTURE KNIGHT, HIGHLANDER. RED SCORPION, XENO, ROGUE TROOPER, CHUCKIE EGG II, SKY RUNNER, MIAMI VICE, TEMPLE OF TERROR, EQUINOX, COP-OUT. DANDY, AGENT ORANGE, EXPLORER, XARQ, BRAINSTORM, ORBIX, GERRY GERM, PULSATOR, SPACE SHUTTLE, EVIL CROWN, STARQUAKE. HEARTLAND, BACK TO FUTURE, MARTIANOIDS, BALLBLAZER, LES-FLICS, FRANKENSTEIN, LIFE OF HARRY, SPECGRAF, ITS A KNOCKOUT, SORDERON'S SHADOW, BIZZICOM SMALL TRADER. SNOOKER, ARC OF YESOD, MOONLIGHT MADNESS, GALAXIAN, I.C.U.P.S., NOSEFERATU, ALIEN EVOLUTION, RETURN TO OZ. OMEGA MISSION, MARIO BROS, EIDOLON.

SPECTRUM £2.99 EACH COMPILATIONS

UNBELIEVABLE ULTIMATE, NOW GAMES III, BIG 4 DURELL. BEST OF BEYOND, ARGUS PRESS 30 GAMES, SCOTT ADAMS SCOOPS.

SPECTRUM NEW TITLES

DRILLER	£10.50
RASTAN	£5.55
SIDEARMS	£6.25
COMBAT SCHOOL	£5.55
720°	£6.25
LIVE AMMO	£6.95
OUTRUN	£6.25
BASKET MASTER	£5.55
DARK SCEPTRE	£5.55
NEBULUS	£5.55
GRYZOR	£5.55
SCRUPLES	£6.95
BOBSLEIGH	£6.95
GUNSHIP	£6.95
FREDDIE HARDEST	£5.55
SOLID GOLD	£6.95
MAGNIFICENT 7	£6.95
MATCH DAY II	£5.55
BRAVESTAR	£6.25
THUNDERCATS	£5.55
BUGGY BOY	£5.55
ELITE COLLECTION	£10.50
GAUNTLET II	£6.25
DRUID II	£5.55
MADBALLS	£5.55
SALAMANDER	£5.55
RAMPAGE	£6.95
PREDATOR	£6.95
SUPER HANG ON	£6.95
N. MANSELL	£6.95
TRAPDOOR II	£6.25
FLYING SHARK	£5.55
SLAINE	£6.25
PAC LAND	£6.25
WORLD CLASS LEADERBOARD	£6.95

DON'T FORGET A FULL 30% OFF ANY NEW TITLE NOT LISTED!!

BYRITE SOFTWARE P&P 1-3 titles 75p. 4 or more £1.00.

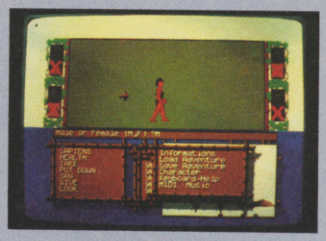
BYRITE SOFTWARE

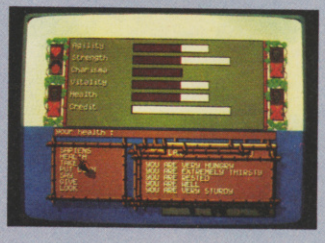
Department 4
17 Leofric Square, Eastern Industry
Peterborough, Cambs.
Tel: 0733 313870
(WE ARE ON PRESTEL)

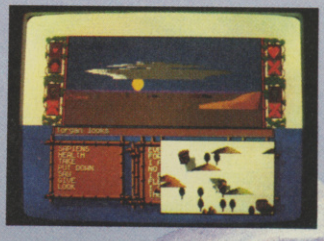
SAPIENS

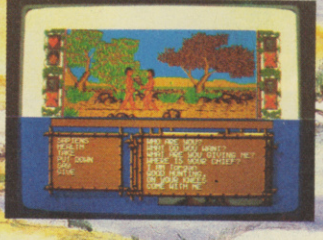
loriciels®

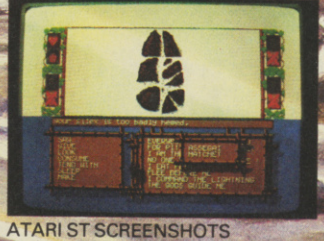
"A thousand centuries ago the human adventure began". At that time, survival depended on hunting, finding sources of water, medicinal or nutritional plants, and making arms from flint.
Your tribe is sick and hungry. Each day, some of your companions die in terrible pain, and the drought is spreading and yellowing the pastures which used to be green. Big game has disappeared and food is becoming more and more scarce.
The law of the survival of the fittest replaces the ancestral rights in violent combats between neighbouring tribes and particularly with the blood-thirsty mad hyenas.
The number of hunters diminishes every day, and many youngsters have to leave prematurely for the hunt. In order to win, you have to become a valiant hunter and set off to conquer new lands where terrible trials are awaiting.
Can YOU survive?











ATARI ST SCREENSHOTS

● A completely new generation adventure game. More than 3 million different sites, obtained by developing algorithms of fractal vision in perspective.

AVAILABLE ON:

SYSTEM	FORMAT	PRICE
Amstrad/Schneider	Cassette	£9.99
Amstrad/Schneider	Disc	£14.99
Atari ST		£19.99
IBM PC + Compatibles		£24.99

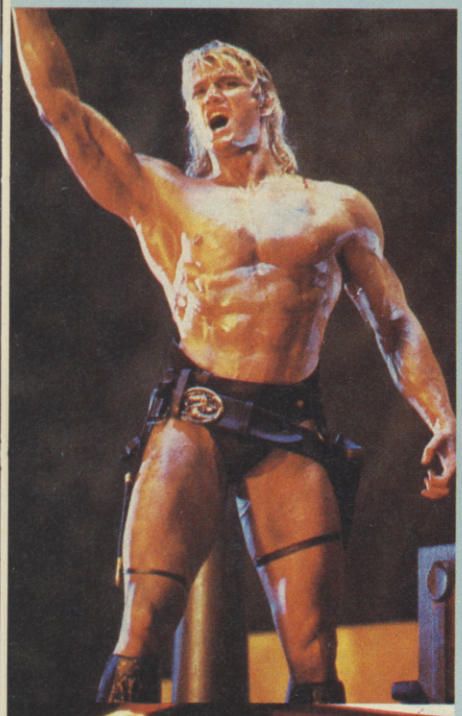
LORICIELS LTD.
Elite Systems Limited, Eastern Avenue, Lichfield, Staffs WS13 6RX
Telex: 336130 ELITE G

MASTERS OF T

Picture this: A giant of a man, with flowing blond hair, and more muscles on his little finger than most mortals have in their entire puny bodies.

Who is he? He He-Man, the world's most powerful man, famous toy, star of the Masters of the Universe film and Gremlin Graphics' game.

- MACHINES: CBM64/SPECTRUM/AMSTRAD/ATARI ST
- SUPPLIER: GREMLIN GRAPHICS
- PRICE: SPECTRUM (£7.99)/AMSTRAD, CBM64 (£9.99/£14.99 CASS AND DISK/ATARI ST (£19.99)
- VERSIONS TESTED: CBM 64/AMSTRAD/SPECTRUM
- REVIEWER: PAUL



Through time the eternal conflict has continually raged – the battle between good and evil. Whoever manages to gain the key to time will eventually triumph and rightly claim the title Master of the Universe.

And it is the struggle for the key to time which once again brings those age old enemies He-Man and the evil Skeletor into conflict.

That struggle between good and evil will be erupting across the silver screen after Christmas when the *Masters of the Universe* movie, starring mega hunk Dolph Lundgren – an awesome 6ft 6ins and 240lbs – as He-Man, goes on general release.

And now you can take part in that struggle with Gremlin Graphics' *Masters of the Universe* game based on the film.

The planet Eternia, familiar to all those who have seen the Masters of the Universe cartoon series, has been devastated by war. Skelator, that skull-faced incarnation of evil, and his equally awful henchwoman Evil-Lyn, are plotting to destroy the sorceress of Greyskulle Castle and rob her power.

Opposing this dastardly plot is He-Man, Gwildor, a genius dwarf (this is a new character you won't have seen on television) Teela and Man at Arms.

The film and the game open where Skeletor has imprisoned the sorceress and is absorbing her power. He-Man and friends arrive but fail to rescue her.

He-Man, Teela and Man-At-Arms retreat inside the hovel of Gwildor, who possesses a cosmic key – a

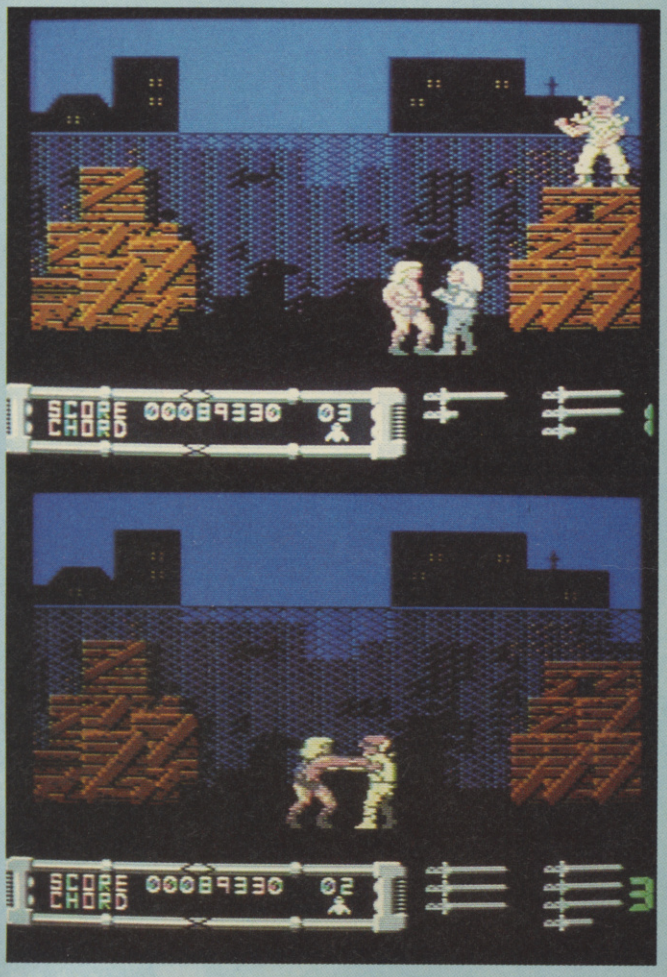
THE UNIVERSE

small cylindrical device that can magically transport them anywhere in the universe. Gwildor punches out a tonal code that will allow the group to exit the palace, but a stray bolt of power alters the location. The group disappears through a dimensional 'door'. Suddenly they are on the planet Earth, in a little Californian Town named Colby.

And that is really where the game begins.

On the way through time to Earth the key is lost and separated into eight musical chords. These have been scattered around the various playing areas which you, playing the part of He-Man, must find before the ultimate confrontation with Skeletor back on Eternia.

The game starts in the street with a shoot 'em up where, if you score enough points, you'll collect your first chord. This involves a lot of wandering about and being shot at. It struck me as a little aimless.



Having received a message from Teela that your services are required elsewhere, the scene zooms over to a scrap yard where you do battle with two of Skeletor's top henchmen, Blade and Karg. If you win, you're another chord better off.

With two chords under your belt, and having received another SOS, you find yourself on your way to Charlie's Electronic Store where, if you're clever, you'll collect another chord on the way and still have enough energy for a good shoot out when you get there! This time the action is sky high as you race to the top of a ladder and then onto your 'space disc' for the shoot out.

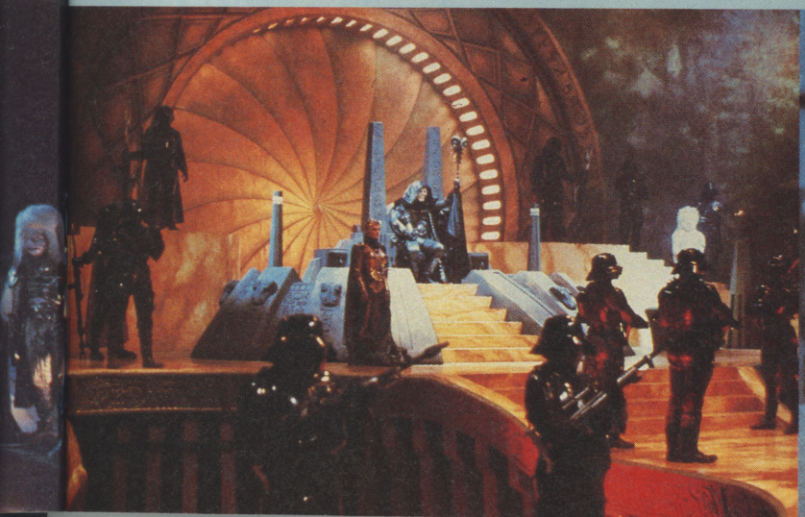
This is make or break: Will you claim victory or be outnumbered by Skeletor's troops? If you're taken prisoner, you'll be held captive at the infamous Castle of Greyskulle. If you haven't collected eight chords, Greyskulle has defeated you and his evil power will reign supreme. If you have eight, you have the right to challenge Skeletor.

Masters, for me lacks immediate playability to maintain interest. But if you're a fan of the cartoons or the film, you'll probably enjoy the game.

It's interesting that the previous Masters of the Universe game by US Gold has now been rereleased on the Americana label at a budget price.

That's quite good as well.

	CBM64	AMSTRAD
▸ GRAPHICS	7	7
▸ SOUND	8	7
▸ VALUE	8	8
▸ PLAYABILITY	7	7



MASTERS OF THE UNIVERSE HAS COME TO LIFE!!

• Now you can live it, as the conflict between good and evil continues •

Masters of the Universe, the Movie, brings to life the deadly, eternal conflict between good and evil. Masters of the Universe the computer game of the film allows you to control the forces of good to do battle with the forces of evil, the prize being the KEY to time travel and with it the title Master of the Universe.
Slipping through a vortex in time the KEY has fallen into the hands of an unsuspecting American college student.

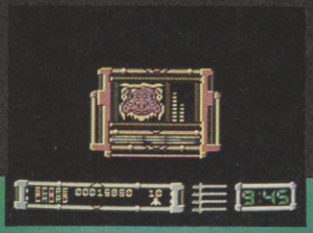
Little does he realise the awesome power he holds. Thinking it to be a musical instrument he fails to realise that every note he plays attracts the ruthless Skeletor and his devellsh army led by the frightening powerful Evil-Lyn. With the key in their possesion who can stop them escaping downtown America and returning to create chaos in Eternia? Only one man can save earth from this evil domination as HE MAN meets Skeletor in the battle for Eternia, the final chapter that will seal the fate of mankind forever.

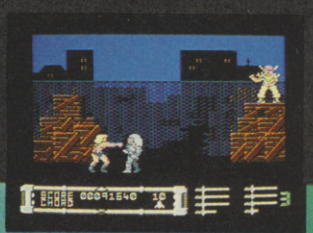
AMSTRAD
£9.99
Cassette
£14.99
Disk
SPECTRUM
£7.99
Cassette

CBM 64/128
£9.99
Cassette
£14.99
Disk
ATARI ST
£19.99

MASTERS OF THE UNIVERSE™

The Movie





GREMLIN

Masters of the Universe and associated characters are trademarks owned by and used under license from Mattel, Inc. © Mattel Inc. 1986. All Rights Reserved.

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS Tel: 0742 753423

The Golden Joystick Awards

It's that time again. The time when we ask you to vote for your favourite games and award them one of C+VG's world famous Golden Joystick Awards! Our joysticks are to computer games what the Oscars are to movies – in other words THE top award any software company can win.

And it's YOU who decides who gets what! Unlike any other awards the C+VG Golden Joysticks are decided by the people who actually play the games. We want you to look back at the games released during 1987 and tell us which ones fit the award categories listed below.

Once you've decided your winners, just fill in the award voting form and rush it to *Computer and Video Games*, Golden Joystick Awards, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The first 20 vote forms out of the hat will receive a free game from the C+VG software cupboard – so get your entry in the post today! And remember – YOUR VOTES COUNT!

Software House of the Year	
Runner-up	
Game of the Year	
Runner-up	
Adventure of the Year	
Runner-up	
Arcade Game of the Year	
Runner-up	
Strategy Game of the Year	
Runner-up	
Best Original Game	
Runner-up	
Soundtrack of the Year	
Runner-up	
Programmer of the Year	
Runner-up	

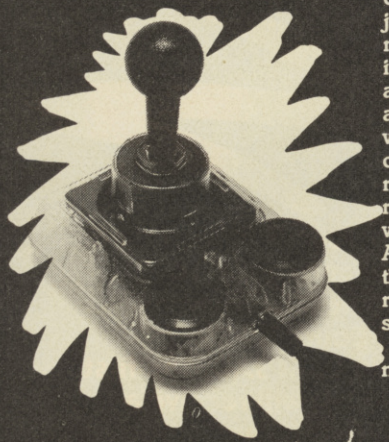
Name	Address	Computer owned

ANOTHER ONE TO G

This is it! Another arm-aching, palm-sweating, finger-cracking, wrist-wrecking, cramp-creating, muscle-mangling, joint-jumping joystick round up.

And in general we've got a great crop of Value for Money joysticks out at the moment.

Right, first joysticks up for the heavy-handed C+VG zip and zap test are from Dynamics.



COMPETITION PRO EXTRA

The Comp Pro extra has been designed around the same specifications as the original Comp Pro 5000 joystick, except that it's translucent and incorporates an auto-fire and slow motion option. There are also a pair of micro switch fine buttons which give a greatly increased position.

Handling the joystick is easy and simple. It fits neatly between both hands, but may take some time until you become accustomed, and eventually comfortable with it.

To toggle between auto-fire, normal and slow motion, there is a small switch, which is located at the rear of the joystick base. It can be operated quickly and easily during gameplay. The Competition Pro Standard is still the best, and now that it includes both auto-fire and slow motion, it's a sure winner!

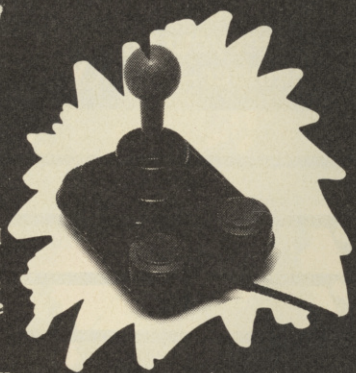
Price: £16.95.

COMPETITION PRO 5000

This was the joystick that started it all. Yep, that's right! The Pro 5000 has been the forefather of what all joysticks should be, sturdy, well-built, fully microswitched, highly responsive and extremely reliable.

The 5000 was the prototype for the Pro Extra and as its counterpart, is of the same design, but is red and black in colour. It is fully microswitched apart from the fire buttons, and has the same performance qualities and characteristics as the Pro Extra and there is also a clear version too. Another joystick which has just come to my attention, which looks identical to the Pro 5000, is actually a Taiwanese import and is constructed in such a way it can only be described as cheap! It can easily be recognised by looking at the rear of the joystick, there you will seen the words Micro Pro. As well as this, when moving the stick, it gives a stiff and rugged feel. This joystick should be avoided at all costs!

Price: £14.95 (Standard model)/ £15.95 (Clear model).



EUROMAX MICRO HANDLER

The Micro Handler is, I can only describe as, as an all purpose joystick, due to the fact, that it consists of a variety of joystick gadgets which include two paddles, an auto-fire switch, a couple of fire buttons and of course the joystick handle itself.

All of these are contained within a sturdy rectangular metal box, with four suction cups at it's base. It is easily positioned neatly and comfortably upon the lap, or can be placed on a table top and held steady, via the suction cups.

The joystick handle is a real beaut, with only one finger, it is possible to sway it easily, in all eight directions. To go with the auto-fire switch, is an auto-fire speed controller, which can speed up or slow down the pulse rate of the auto-fire mechanism.

The fire buttons are just that little bit dodgy. When using them in a rapid motion, they often become stuck, if pressed at an angle. The only way round this is, of course, to press them carefully. Overall, the Micro Handler is a must for all dedicated gamesters and is worthy of adding to your joystick collection.

Price: £24.95.

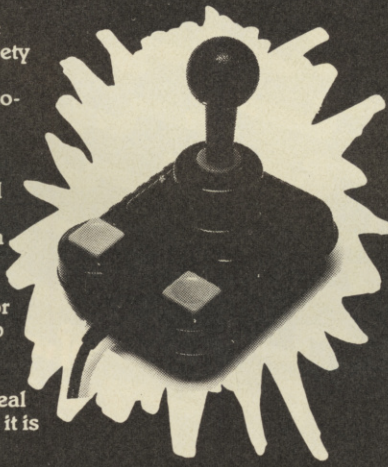
EUROMAX PROFESSIONAL

The Euromax Pro is probably the nearest thing, when it comes to quality and design, to the Competition Pro 5000. Design of the joystick is identical, apart from a few embosssed decorative and structured extras. The fire buttons are square, instead of round and is yellow and black in colour.

Joystick manoeuvrability is just great! Smooth, quick and incredibly simple. The fire buttons give superb response and all microswitches give a loud noticable click, which I feel is very important, as it gives a much better reaction from your ear to your finger.

There are two versions of the same joystick, one of these has an auto-fire option and the other one, you've guessed it, doesn't. The Professional has definitely got to be one of the best joysticks on the market, let's hope it stays that way!

Price: £15.95/£18.95 (Auto-fire)



● Euromax Pro – smooth

CHECK OUT, BRAINS!

Joysticks, as everybody knows, are seriously crucial to playing computer games. C+VG's Ian "Brains" Machin and Tony Takoushi look at new joysticks for the Sega and Nintendo Mean machines.

EUROMAX PRO ACE MICRO ACE

Both the Pro Ace and Micro Ace look exactly the same. The only difference is that the Pro ace is leaf switch operated and the Micro Ace uses microswitches.

Both look like mini pyramids and have a wide fire button at the front. The Micro Ace gives a relatively good feel and is quite accurate. The Pro Ace, because it uses leaf switches, requires excessive movements to create any response at all.

The price for the Pro Ace seems fair, although having to pay £12.95 for the Micro Ace, I'd rather save a quid and buy the Elite instead! Price: £8.95 (Pro-Ace)/£12.95 (Micro-Ace)

● Euromax Elite – good value

EUROMAX ELITE

The Elite is quite a neat little joystick, and is one of the joysticks in Euromax's cheaper range and is worth every penny. It uses long lasting microswitches and sits quite well between both hands. The Elite would suit people with small hands and at £11.95 should be within the financial reach of the average game player.

It is red and black in colour and the fire button is positioned to the front of the joystick. The response quality from the Elite is not really up to the Professional's standard, but it's acceptable. As you may already know, C+VG has its own joystick with our neat little logo embossed on it.

Well, our joystick is really the Elite, cleverly in disguise! It's yellow and blue in colour. There is also an auto-fire and non-auto-fire versions of the Elite, but the C+VG joystick is a non auto-fire only.

Price: £11.95/£15.95 (Auto-fire)

MASTERTRONIC MAGNUM

The Magnum is the ideal joystick for younger gamesters and can easily be held steady by small hands. It looks rather like a gun, except that there is no barrel. The trigger is on a slant and the stick is placed on top just beyond the trigger. It is fully microswitched and responds well to sudden movements. The fire button is nice and large.

The Magnum is ideal for a

Continued ▶

ANOTHER ONE TO CHECK OUT, BRAINS!

whole host of games, ranging from arcade adventures to super fast shoot 'em ups. Mastertronic have now reduced the price of their magnum to compete against the Speed Kings price cuts.

Price: £12.50.

● Speed King

SEGA AND NINTENDO

If you are the proud owner of either a Nintendo or a Sega console you will probably have felt quite a bit of frus tration on using the control ler pads that come with the units, writes Tony Takoushi. This isn't to say they are no good, on some games they are ideal but GEN-ERALLY they leave a lot to be desired. I went hunting around to see if there are any alternative joysticks that are compatible with the consoles. I found that Sega have released a new joystick (to be reviewed when I am sent one!) as well as a special trackball controller, I have yet to hear of Nintendo doing the same.

● Sega

● Nintendo

Other companies have seen the gap and have stepped in, Wico is well known for its arcade and home computer joysticks and now it has produced the Command Control for the Nintendo. A UK company, Konix has also released a contender in the Nintendo and Sega stakes with its specially fitted Speed King Joysticks.

The standard Sega and Nintendo joysticks are very similar in design and function. They both have A+B buttons and the joystick section is simply a press down pad that is thumb size. The Sega has a screw-in knob which gives the press down pad that is about a better feel but still remains fiddly and unbalanced in the hand.

Problems tend to occur on games where you need a fine control of diagonal position. For a game which require straight up/down/left/right the controller is OK.

As I said above the Nintendo has two alternatives, Wico or Konix. The Wico weighs in at a hefty 16 pounds (sterling!) and is not cheap. But you do get what you pay for, it is very rugged and is clearly built to last. As you can see from the picture the SELECT and START buttons are on top of the base unit with the fire button on the joystick handle, the B button is on either side of the base of the stick (good news for the left or right handers among you).

It has a four foot cord and the unit slips easily into your hand. The response is fast and smooth, and clearly Wico has employed the same design and quality thinking in this stick as in its other arcade and computer joysticks.

The Konix Speed King has been around for home computers and the console version retails for £12.99 which is quite a bit less than the Wico. It has a four foot cord, is designed to fit in the palm of your hand and boasts a shorter faster throw (stick movement), the fire button is well placed by your index finger.

Indeed, the joystick is well designed for your hand and has a fast feedback. The START and SELECT buttons are placed on top of the base unit and there is an auto-fire option on the rear end of the unit.

I quite enjoyed playing with the Speed King BUT real problems occurred when I had to use the B button in a game. This was because it was placed and it was very distracting trying to alternate between buttons. I also found the stability of the stick to be uneven and it tended to rock back and forth when I was in tight corners.

KONIX SPEEDKING

The Speedking comes in three versions for computers and games consoles.

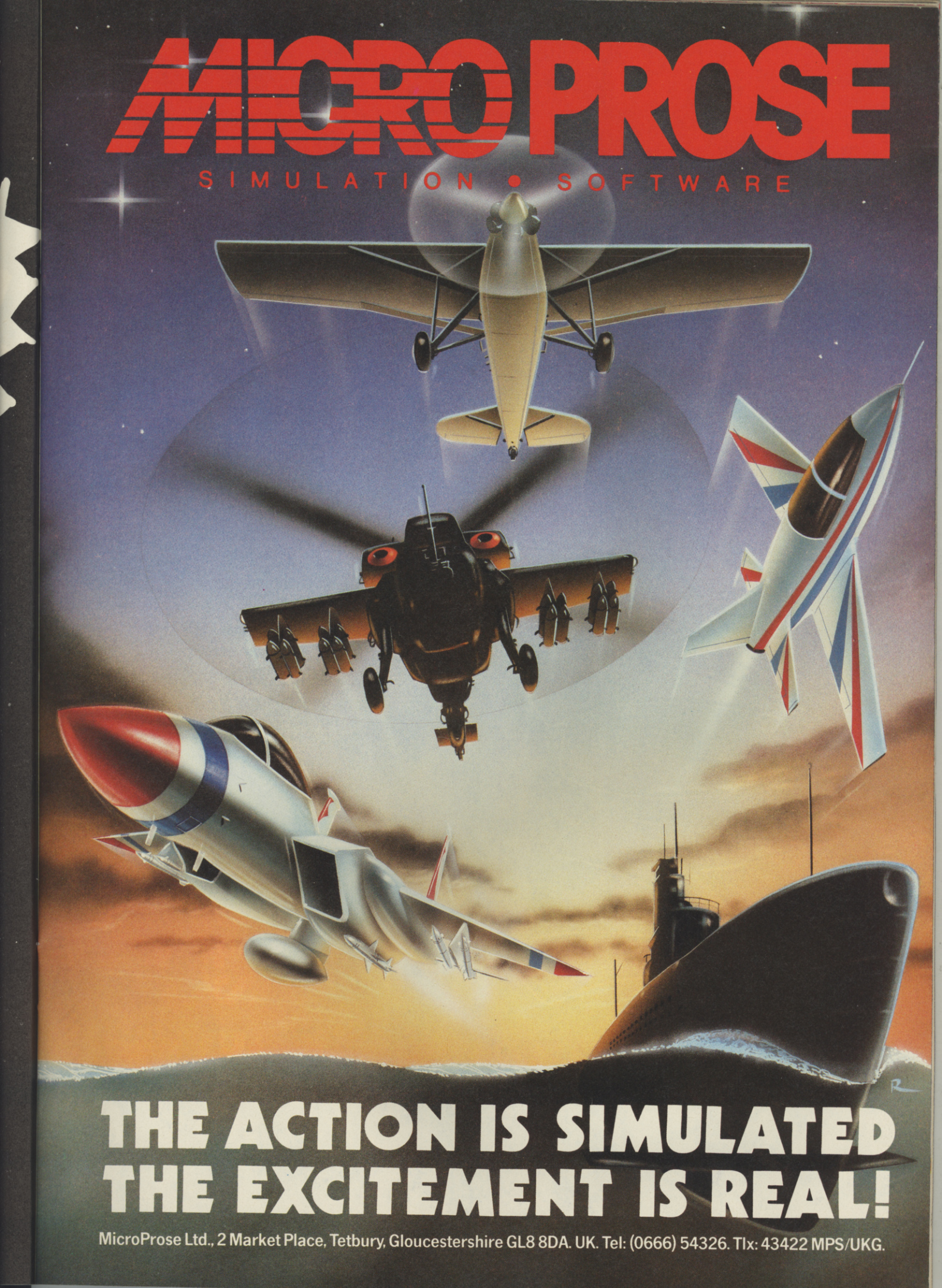
The Speedking is probably the only joystick which has been designed, solely to fit perfectly into the hand, that is, into a big hand. It's design and size suggests that it can be held in the palm of a large hand. Therefore it is ideal for an adult, and may be found awkward for a child. The stick is easily manoeuvrable, responds well and can handle a considerable amount of frequent pounding.

It uses microswitches as does the fire button, which is situated to the right hand side of the grip.

There are also two other versions of the Speedking for the Sega and Nintendo, each has all the features of the original Speedking, but include the necessary connections and triggers to make them compatible. At £11.99, plus the game Thing Bounces Back, the Speedking is even more value for money!

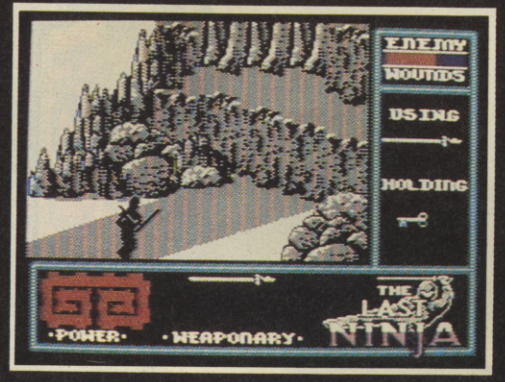
Price £11.99/£12.99 (Auto-fire).

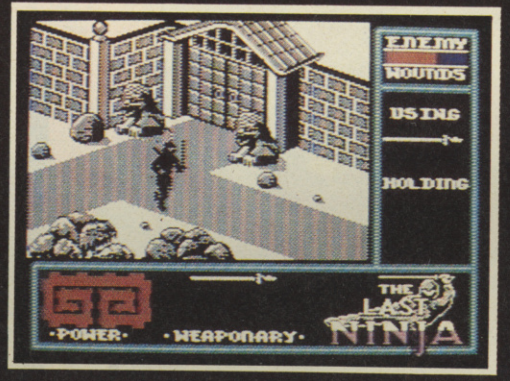
	DURABILITY	DESIGN	VALUE FOR MONEY	IAN SAYS
Competition Pro Extra	9	8	10	Excellent
Competition Pro 5000	9	8	10	Excellent
Micro Handler	9	10	9	Excellent
Professional	9	8	10	Excellent
Elite:C+VG	7	6	7	Average
Pro Ace	7	5	7	Average
Micro Ace	8	5	7	Average
Speedking	8	8	8	Good
Magnum	7	7	8	Good


MICROPROSE
SIMULATION • SOFTWARE
THE ACTION IS SIMULATED
THE EXCITEMENT IS REAL!
MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

THE LAST NINJA

...THE STATE OF THE MARTIAL ARTS COMING SOON FOR SPECTRUM.





Actual Spectrum screens

SYSTEM 3

ZX Spectrum 48K/128K/+ £9.99
Commodore 64/128 Cassette £9.99 and disk £14.99.
Soon to be available for Atari ST and Amstrad home computers.
Mail order: Activision (UK) Ltd.
Units 3&4 Lloyds Close, Finedon Road,
Industrial Estate, Wellingborough,
Northampton NN8 4SR.
Tel: (0933) 76768.
Access, American Express and Visa cards welcome.

OCTAPOLIS

"Octapolis is quite simply awesome. Graphics like you've never seen before, a soundtrack you won't believe. Rush out and get it before you do anything else!

Computer and Video Games Hit.

C+VG HIT!

"One hell of a blast... an appeal all of it's own... graphics are excellent addictive and very playable... dual viewpoints stretch the reactions and concentration to new limits"

Rating: 86% Zzap 64

COMMODORE C64/128

CASSETTE £9.95

DISKETTE £12.95

ENGLISH SOFTWARE™

Tel: 061-2563440

RED OCTOBER COMPETITION

Dive! Dive! Dive! Up periscope and fire all tubes. As you can tell we're all at sea on the good ship C+VG as we join in *The Hunt for Red October*, the excellent Argus submarine simulation based on Tom Clancy's best-selling book of the same name.

And you could be all at sea as well if you enter our faberoonie competition. The prize is a trip on a Royal Navy submarine. Unbelievable, eh? But be warned the competition is tough. This competition is also being run in Commodore User and Sinclair User and there can only be one winner.

The trip will be made on an Oberon Class Submarine (295 ft Long – 26.5 ft Deep – Displacement 2030 on the surface and 2410 tons when "dived" – carries 8 × 21 inch torpedo tubes and 24 torpedoes – 12 Knots on surface – 17 Knots dived – has a 9000 mile range and carries 69 crew composed 7 officers and 62 crew). No date is currently set for the trip and this will be planned with the winner when chosen. But the sub will sail from Gosport, Hants.

The ten runners up from C+VG will get copies of the game, either on 16-bit or 8-bit. So don't forget to tell us which computer you own.

Now for the hard part – the questions. They are harder than in normal C+VG competitions because the prize is so special. Okay, here we go.

1 Name Tom Clancy's follow-up to *The Hunt for Red October*.

Answer _____

2 Where and what is the Reykjanes Ridge?

Answer _____

3 What does *NATO* stand for?

Answer _____

Send your answers together with the printed coupon to *The Hunt for Red October* competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is February 15th.

***The Hunt for Red October* Competition**

Name _____ **Age** _____

Address _____

_____

_____

My computer is _____

LONE

The Lone Wolf series of role-playing game books have so far notched up sales of 5.4 million worldwide. The eleventh book, The Prisoner of Time, was released in December and the final book, The Masters of Darkness, will be published next April. C+GV Deputy Editor Paul Boughton meets Lone Wolf creator Joe Dever.

If you wish to read this feature go to 1.

If you do not wish to continue go to 4.

1

Congratulations! Your decision to read on marks you down as a person with a questing mind, ready for new experiences, eager for action and a burning desire to take charge of your own destiny. For you need quick wits and swift reactions to survive fantasy role-playing books and, in particular, the world of Magnamund, against which the highly-successful *Lone Wolf* books are set.

If you wish to read about Lone Wolf's creator, then go to 5.

If you want to know what a game book is, then go to 13.

2

The first two Lone Wolf Books, *Flight from the Dark* and *Fire on the Water* are being turned into graphical adventures by Supersoft. The plot of the games will closely follow that of the books but Joe Dever says fans of the books who buy the games "will get something new." The games should be released in April on Spectrum, Commodore and Amstrad.

If you wish to read about the Lone Wolf board game, then go to 12.

If you wish to read about C+GV's Lone Wolf competition, then go to 15.

3

Lone Wolf is the last surviving Kai Lord. His peace-loving homeland, Sommerlund, was plunged into war when a vast army of the Darklands suddenly invaded. All the Kai Lords – save Lone Wolf – were killed. He vowed vengeance on the killers. All Kai Lords are skilled in various disciplines such as camouflage, hunting, tracking, healing and weapons, they also have a sixth sense which alerts them to imminent danger.

If you wish to read about the world of Magnamund, then go to 8.

If you wish to read about the Lone Wolf Club, then go to 10.

4

Your decision to stop reading means you have no staying power and, even worse, you've probably missed out on another great C+VG competition.

If you have changed your mind and wish to continue, go to 1.

If you really have finished then turn over the page.

5

Joe Dever, creator of the Lone Wolf books, was born in 1956 in Woodford, Essex. So far he has published eleven books about the character and the world of Magnamund. The twelfth and last in the series will be available next April.

Years of playing adventure games and a taste for the books of Tolkien and Michael Moorcroft inspired Joe to create his own fantasy world.

After leaving college, Joe became a musician playing what he calls "lift" music and then worked as a recording engineer with Virgin Records. In 1977 while working in Los Angeles Joe first encountered *Dungeons and Dragons*. "It was then in its infancy," says Joe, "but I saw the potential and got into playing the game." From then on he was hooked on concept, content and its future.

And five years later, in 1982, Joe won the Advanced Dungeons and Dragons championships held before 16,000 people at Origins, the major US game convention held in Baltimore. He was the only British competitor.

But before that triumph, back in England, Joe started to run D+D games for the bands who were recording at Virgin's Manor Studios in Oxfordshire.

"It was while playing games that I started to develop my own world for an adventure to take place in and documented it.

The world he created was vast and complex, with its own myths, legends, heroes, villains, races, animals and languages. Originally Joe intended this world to form the background to his own fantasy game. Eventually it was to become the world of Magnamund and background to Lone Wolf.

If you want to know more about Magnamund, then go to 8.

If you want to know about Joe, then go to 7.

6

Joe Dever has also written four books in a series called *Combat Heroes*. Each book in the series can be played as a solo adventure or when combined with its companion book, two people can play a combat "duel".

If you wish to read about the Lone Wolf computer games, then go to 2.

If you wish to finish reading this feature, go to 4.

7

The advent of punk rock saw Joe make the decision to quit the music business. The Sex Pistols and New Wave music wasn't for him. It was a momentous decision. He ended up running a games shop in London where he met game designer and illustrator Gary Chalk.

If you want to know more about Gary Chalk, then go to 16.

If you want to know more about Joe, then go to 9.

8

The Lone Wolf series of books are set in the vast and complex fantasy world of Magnamund. Joe Dever has invented more than i2.6r18,000 years of its history, geography, nations, creatures, myths, legends and gods. Together with Gary Chalk, Joe Dever produced *The Magnamund Companion*, a lavishly illustrated guide to this fantasy land. It's a must for those captivated by the Lone Wolf books and is published by Beaver Books at £6.95.

If you wish to read about Joe Dever's new *Highway Warrior* books, then go to 14.

If you wish to read about the Lone Wolf computer games, turn to 2.

9

Role playing games have always had a "cult" following. Joe wanted his adventure to have more appeal. The paperback game books would be ideal. "Paperback distribution is mass market but fantasy is a minority".

Drawing on the 18,000 years of history he created for his game, Joe set about writing the first Lone Wolf book. Gary Chalk illustrated it.

"I wrote the first book in two weeks of holiday. I went to a house in Cornwall on my own with lots of paper and a typewriter," says Joe.

The success of Ian Livingstone and Steve Jackson's *Fighting Fantasy* books and alerted publishers to this new sort of idea. "I picked three of the top publishers and they all wanted it," says Joe. In the end it was Sparrow Books, part of Hutchinsons, which signed him up.

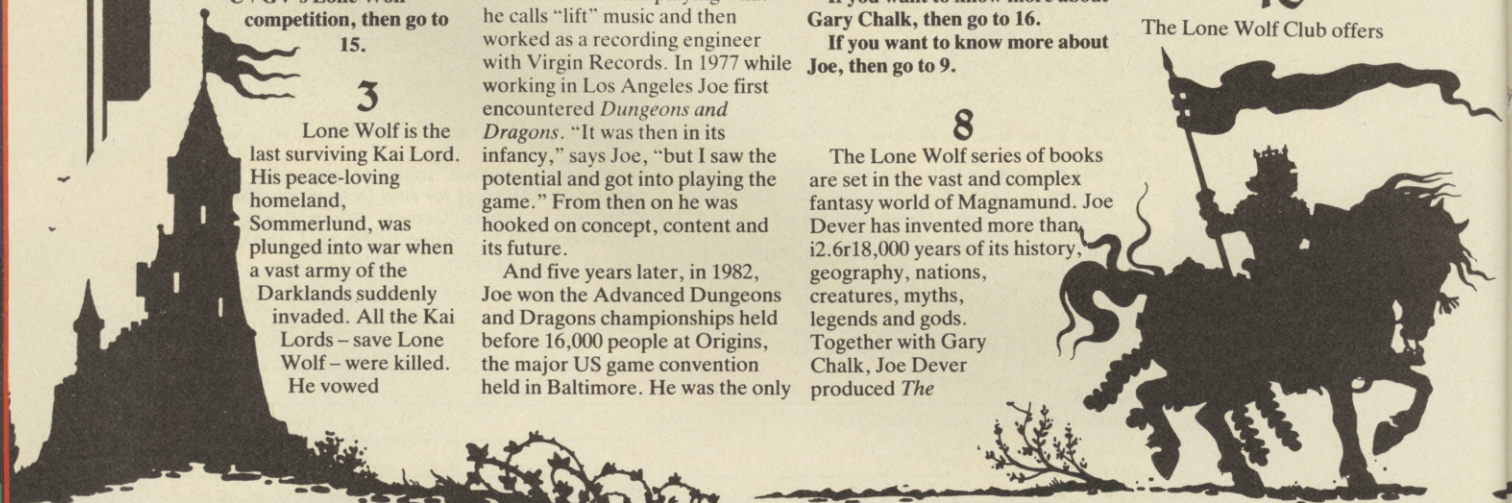
The first book was an instant success and the other books soon followed. Lone Wolf books won Gamebook of the Year awards in 1985, 1986 and 1987.

If you want to know about how Joe writes the books, then go to 11.

If you want to know about Joe's future plans then go to 14.

10

The Lone Wolf Club offers



WOLF

readers the chance to become more involved with the fantasy world. Joe writes a regular newsletter to members and the club offers competitions, events and the chance to collect Lone Wolf Souvenirs and signed copies of the books.

Joe also hosts special adventure games for club members at his home. Those lucky enough to be invited get the chance to see Joe's 20ft by 20ft games room and his collection of 18,000 fantasy and historical gaming figures. Joe reckons it is one of the biggest collections in Britain.

If you are interested in joining the Lone Wolf Club then write to The Lone Wolf Club, Beaver Books, Brookmount House, 62-65 Chandos Place, London WC2N 4NW. Do not forget to enclose a large stamped addressed envelope. Sorry but club membership is open to people in the UK and British Forces Posted Overseas.

If you wish to stop reading this feature, go to 4.

If you want to read about Joe's future plans, then go to 14.

11

From the start, Joe saw the Lone Wolf series running for 12 books. "I plan the books as a series rather than just as one offs. I know the whole story. I then break it down into the books, each with its own climax. I then simply write it."

Joe makes it sound incredibly easy. But it is tremendously hard work getting the books down on paper. He says: "On average I'm doing five to six books a year. It's quite a demanding lifestyle but it has its rewards. I get over 100 letters a week. It's nice to know millions are enjoying the series. But I work six days a week and sleep on the seventh."

If you wish to read about the Lone Wolf Club, then go to 10.

If you want to enter C+VG's Lone Wolf competition, then go to 15.

12

A board game featuring Lone Wolf will be available in April. But, says Joe, "it is not just targeted at fantasy fans but he hopes it will have a broader appeal.

If you want to read about the Lone Wolf computer games, then go to 2.

If you wish to read about Lone Wolf, then go to 3.

13

The wonderful thing about game playing books is that the reader plays the hero and main character. Your decisions are his decisions. Whether you succeed in completing the book's quest or task is up to you.

Normally you can equip yourself with a selection of weapons and skills. Every so often you are confronted with decisions, battles or puzzles and a series of options for you to chose from – just like this feature. Will you do this or that? The decision you take could send you off into another part of the adventure, end it immediately, or allow you to progress. During the adventure decisions you make will earn you points in, say combat skill or endurance. When you have to battle with some person, monster or creature the outcome could depend on your current points status. The skills and points earned in one book can be carried over into the next book of the series. But at the same time you do not have to play the first book in a series to enable you to enjoy subsequent books.

If you wish to read about Lone Wolf, go to 3.

If you wish to read about Joe Dever's other role playing game books, then go to 6.

14

The twelfth and final Lone Wolf Book, *The Masters of Darkness*, will be published in April. But Joe Dever fans need not despair. He is already hard at work on his next game book series called *Highway Warrior*, set in Texas in the year 2020 following a post-nuclear holocaust. The disaster was caused not through war but by terrorism. The reader plays the part of Calphoenix who must hunt down the bad guys. Joe says the series will be a cross between *The Grapes of Wrath and Mad Max*.

The first book in the series is called *Freeway Firestorm* and is due to be published in July, he is contracted to write four books and there is an option on four more.

After the first for *Highway Warrior* books have been published Joe plans to return to Lone Wolf with what he describes as a "grandmaster" series which, he says, will take the character to a "higher level of confrontation – talking to the gods."

If you wish to read about the planned Lone Wolf computer games, go to 2.

If you wish to read about the Lone Wolf board game, go to 12.

15

Computer + Video Games has got 12 signed copies of Joe Dever's latest Lone Wolf Book, *The Prisoners of Time* to give away as competition prizes.

All you have to do to be in with a chance of winning is answer the following Lone Wolf questions in the special panel.

16

Gary Chalk was the first illustrator for the Lone Wolf books, although other artists now provide the illustrations. Gary was born in 1952 and began playing war games at the age of 15. His interest in gaming led him to be involved in the creation of several games including *Cry Havoc, Starship Captain* and *Battlecars*,

▲ Joe Dever

on which he worked with Fighting Fantasy man Ian Livingstone.

If you want to know more about Magnamund, then go to 8.

If you want to read Lone Wolf books, then go to 17.

17

The Lone Wolf series of books consists of 12 titles: *Flight from the Dark, Fire on the Water, The Caverns of Kalte, The Chasm of Doom, Shadow on the Sand, The kingdoms of Terror, Castle Death, The Jungle of Horrors, The cauldron of Fear, The Dungeons of Togar, The Prisoners of Time* and *The Master of Darkness*. They are published by Beaver Books and are available from all good bookshops.

If you wish to know about the *Magnamund Competition*, then go to 8.

If you wish to know about C+VG's Lone Wolf Competition, then go to 15.

LONE WOLF COMPETITION

1 How many books are there in the Lone Wolf series?
Answer .....
2 What is the name of Joe Dever's new series of books?
Answer .....
3 Which company is producing the Lone Wolf computer game?
Answer .....
4 Where was Joe Dever born?
Answer .....

Send you answers together with the printed coupon to Lone Wolf Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is February 16 and the editor's decision is final.

NAME .....

.....

AGE .....

ADDRESS .....

.....

.....

If you don't know the answers go to 1.

If you wish to know about the Lone Wolf computer games, then go to 2.

To order please send cheque/Postal order to Software Supersavers, 72 North Street, Romford, Essex RM1 1DA. Please write in block capitals and be careful to quote the make and model of your computer, as well as the Software of your choice. NB: Callers to our new shop will be most welcome but please ring to confirm availability before setting out.

SOFTWARE SUPERSAVERS

72 NORTH STREET, ROMFORD RM1 1DA
0708-765271

SPECTRUM

Andy Capp	6.00
Alternative World Games	6.00
Adv. Tact. Fighter	7.00
Aliens (US)	7.00
Action Force (Disk 10-50)	7.00
Arctic Fox (Disk 11-00)	7.00
Army Moves	6.00
Armageddonman	10.00
ACE	4.00
ACE II	7.00
Art Studio (48k)	10.00
Adv Art Studio (128k)	17.00
Arkanoid	6.00
Athena	6.00
Blood Valley	6.00
Best of Beyond	4.00
Basil the Mouse Det.	6.00
Buggy Boy	6.00
Ballbreaker (Disk 11-00)	7.00
Boulderdash	3.00
Boulderdash II	3.00
Bards Tale (Disk 11-00)	7.00
Bravestar	6.00
Barbarian	7.00
Bubble Bobble	6.00
Battle Guadalcanal	7.00
Bangkok Knights	7.00
Big 4	7.00
Big 4 Vol. II	7.00
Compendium	6.00
Colour of Magic	4.00
Combat School	6.00
California Games (Disk 9-00)	6.00
Captain America	6.00
Charlie Chaplin	6.00
Classic Collection	4.00
Catch 23	6.00
Champ Football	7.00
Challenge of Gobots	4.00
Computer Hits 3	7.00
Computer Hits 4	7.00
Cyrus II Chess	10.00
Druid II (Enlightenment)	6.00
Deluxe Scrabble (Disk 12-00)	9.00
Deflektor	6.00
Dark Sceptre	6.00
Death Wish III	6.00
Dragonslair	4.00
Driller	10.00
Druid	3.00
Dandy	4.00
Eidolon	3.00
Elite 6 Pack	7.00
Elite 6 Pack II	7.00
Elite Trio Pack	6.00
Enduro Racer	7.00
Exolon	7.00
Express Raider	6.00
Evening Star	6.00
Elite	7.00
Enlightenment (Druid II)	6.00
Empire	4.00
Flying Shark	6.00
Football Director	7.00
F'n'F/Thunderceptor	7.00
F15 Strike Eagle	7.00
Freddy Hardest	6.00
Fivestar 1, 2 or 3	7.00
Football Manager	3.00
Football Manager II	7.00
Five Computer Hits	4.00
Graphic Adv. Creator	18.00
Gary Lineker Soccer	6.00
Galactic Games	6.00
Gnome Ranger	8.00
Gauntlet (Disk 9-00)	7.00
Gauntlet II	6.00
Gauntlet Deep Dungeons	5.00
Gunslinger	6.00
Gryzor	6.00
Game Over	6.00
Game Set Match (Disk 12-00)	9.00
Guild of Thieves	10.00
Gunboat	6.00
Gunship	7.00
Greyfell	4.00
Gunrunner	4.00
Headcoach	3.00
Hysteria	6.00
Hardball	5.00
Head over Heels	6.00
Hybrid	4.00
Hydrofool	6.00
Int. Karate+	7.00
Int. Karate	3.00
I CUPS	3.00
Impossible Mission II	6.00
Implosion	7.00
Ikari Warriors	6.00
Indy Jones Temple of Doom	6.00
Indoor Sports	6.00
Jackal	6.00
Jailbreak	5.00
Jewels of Darkness	10.00
Jack the Nipper II	6.00
Judge Death	7.00
Knightmare	7.00
Knight Orc	10.00
Konami Coin Ops	7.00
Ki-bout	4.00
Konami Golf	4.00
Livingstone/Presume	6.00
Live Ammo (Disk 10-50)	7.00
Lazer Tag	6.00
Last Ninja	7.00
Living Daylights	7.00
Leaderboard	6.00
Leaderboard (Town)	5.00
Last Mission	6.00
MASK	6.00
MASK II	6.00
Magnetron	6.00
Madballs	6.00
Matchday II	6.00
Meanstreak	6.00
Mercenary	7.00
Mandroid	8.00
Mario Bros.	4.00
Moonstrike	6.00
Mystery of Nile	6.00
Marble Mad + Cons Set	6.00
Mag Max	6.00
Nigel Mansells G.P.	7.00
Navy Moves	6.00
Not a Pennymore	12.00
Nebulus	6.00
Now Games 4	7.00
Nemesis	6.00
Nemesis the Warlock	7.00
Nexus	3.00
Out Run Out Run	6.00
Pegasus Bridge	10.00
Pro Actor Writer	18.00
TTr2	6.00
Phantis	6.00
Phantom Club	6.00
Pyscho Soldier	6.00
Platoon	6.00
Paperboy	6.00
P.H.M. Pegasus (Disk 11-00)	7.00
Pawn (128)	10.00
PSI-5-Trading	3.00
Rampage	7.00
Ringworld	7.00
Rastan	6.00
Red Led	6.00
Rygar	6.00
Rebel	6.00
Renegade	6.00
Road Runner	7.00
Roy of Rovers	7.00
Re Bounder	7.00
Space Harrier	6.00
Spitfire (Durell)	6.00
Street Hassle	6.00
Super Hangon	7.00
Solar Fire	7.00
Star Wars	7.00
Star Paws	6.00
Southern Belle	6.00
Sword of the Samurai	7.00
Side Arms	6.00
Streetsports Basketball	6.00
Solid Gold	7.00
Shadows of Mardor	6.00
Starglider	10.00
Sentinel	7.00
Size Wize	6.00
Slaine the King	6.00
Star Games	6.00
Star Games II	7.00
Silent Service	7.00
Samurai Trilogy	6.00
Short Circuit	5.00
Slapfight	6.00
Saboteur II	7.00
Supersprint	7.00
Silicon Dreams	10.00
Stifflip & Co	7.00
Solomons Key	6.00
Survivor	6.00
720°	6.00
Thundercats (Disk 10-50)	6.00
Tour De Force	6.00
The Tube	7.00
Trantar	6.00
Trivial Pursuit	11.00
Tank	6.00
Thing Bounces Back	6.00
Taipan	6.00
Through the Trap Door	6.00
Tibet (When time Stood Still)	6.00
Uridium	6.00
Unbelievable Ultimate	6.00
Victory Road	6.00
Werewolves of London	6.00
Winter Olympiad '88	6.00
Wizard Warz	6.00
Wonderboy	7.00
Wizball	6.00
World Games	6.00
Xor	6.00
Xecuter	7.00
Yes Primeminster	12.00
Zynaps	6.00
Ramparts	6.00
Addictaball	6.00
Bobsleigh	7.00
Compilation (EA) (Disk 11-00)	7.00
Chain Reaction	6.00
Dynamite Day II	4.00
Death or Glory (Disk 11-00)	7.00
Gamemaker 3D (Disk 11-00)	7.00
Ironhorse	6.00
Jack the Ripper (Disk 11-00)	7.00
Oink (Disk 11-00)	7.00
Plasmatron (Disk 11-00)	7.00
Outcast (Disk 11-00)	7.00
Predator	7.00
Salamander	6.00
Star Wars	7.00
September	7.00

CBM

	C	D
Autoduel		16.00
ACE 2	7.00	11.00
Altern. World Games	7.00	11.00
Adv Music System		30.00
Art Studio	10.00	12.00
Adv Art Studio	18.00	19.00
Aliens	6.00	6.00
Apollo 18	12.00	15.00
Alley Kat	3.00	5.00
Arctic Fox	9.00	12.00
Airborne Ranger	11.00	16.00
Big 4 Vol. II	7.00	7.00
Blazer	7.00	11.00
Barbarian	7.00	11.00
Blood Valley	7.00	11.00
Bravestarr	7.00	9.00
Bubble Bobble	7.00	10.00
Basil Mouse Detective	7.00	11.00
Battleships	7.00	11.00
Buggy Boy	7.00	11.00
Bards Tale	9.00	13.00
Boulderdash Cons Kit	4.00	
Ball Breaker	9.00	13.00
Bangkok Knights	7.00	11.00
Chuck Yeagers Flt Trn	8.00	13.00
Compendium	7.00	11.00
Combat School	7.00	11.00
California Games	7.00	10.00
Captain America	7.00	9.00
Classic Collection	4.00	
Charlie Chaplin	7.00	10.00
Deflektor	7.00	11.00
Druid	3.00	5.00
Druid II (Enlightenment)	6.00	10.00
Death Wish III	7.00	11.00
Defender of Crown		11.00
Decathlon	3.00	4.00
Evening Star	7.00	10.00
Eidalon	3.00	5.00
Elite 6 Pack	7.00	11.00
Elite 6 Pak II	7.00	11.00
Epyx Epics	7.00	10.00
Empire	3.00	5.00
Elite	10.00	14.00
Eye	8.00	12.00
Exalon	6.00	10.00
Frostbyte	2.00	
Freddy Hardest	7.00	11.00
Flying Shark	6.00	10.00
Firetrap	7.00	11.00
Football Manager 2	7.00	11.00
Game Set Match	10.00	14.00
Gunboat	7.00	11.00
Gauntlet	7.00	10.00
Galactic Games	7.00	11.00
Gary Lineker Soccer	7.00	11.00
G. Gooch All Star Crkt	7.00	
Gunship	11.00	16.00
Gunslinger		11.00
Ghost Chaser	2.00	
Gauntlet II	7.00	10.00
Guild of Thieves		16.00
Gryzar	7.00	10.00
Heartland	3.00	5.00
Hysteria	7.00	11.00
Int Karate	3.00	7.00
Int Karate +	7.00	11.00
Ikari Warriors	7.00	11.00
I. Jones Temple of Doom	7.00	11.00
Infiltrator II	5.00	8.00
Impossible Mission II	7.00	10.00
Indoor Sports	5.00	
Implosion	7.00	11.00
Jackal	7.00	11.00
Jack Nipper II	7.00	11.00
Jailbreak	4.00	
Karonis Rift	3.00	5.00
Knight Orc	12.00	12.00
Kinetik	3.00	4.00
Live Ammo (5 Games)	7.00	11.00
Lazer Tag	7.00	10.00
Leaderboard Exec	7.00	10.00
Mission A.D.	3.00	5.00
Mad Balls	7.00	11.00
Matchday II	7.00	11.00
Magretron	7.00	11.00
Meanstreak	7.00	10.00
Maniac Mansion	7.00	11.00
Mystery of Nile	6.00	9.00
Mask	7.00	10.00
Mask 2	7.00	10.00
Morpheus	7.00	10.00
Nebulus	7.00	10.00
Out Run	7.00	10.00
On the Tiles	6.00	9.00
Ogre		16.00
Paradroid	3.00	4.00
Plasmatron	7.00	11.00
Phantis	7.00	11.00
Paperboy	7.00	11.00
Pirates	11.00	16.00
Psycho Soldier	7.00	11.00
Pawn		16.00
Quedex	7.00	11.00
Ranarama	3.00	
Renegade	7.00	11.00
R.M.S. Titanic	3.00	5.00
Red Led	7.00	10.00
Roy of Rovers	7.00	11.00
Rygar	7.00	10.00
Ramparts	7.00	10.00
Revs +	8.00	11.00
Sentinel	6.00	8.00
Super Sunday	4.00	
Slaine	7.00	10.00
Shoot Emilip Cons Kit	11.00	16.00
Silent Service	7.00	11.00
Solomons Key	7.00	10.00
Supersprint	7.00	11.00
Street Baseball	7.00	10.00
Super Zaxxon	4.00	
Solid Gold	7.00	10.00
Street Basketball	7.00	10.00
720°	7.00	10.00
Side Arms	7.00	10.00
Scary Monsters	6.00	9.00
Silicon Dreams	10.00	10.00
Sigma 7	4.00	6.00
Starglider	10.00	13.00
Size Wize	7.00	10.00
Super Hang On	7.00	11.00
Stealth Fighter	11.00	16.00
Tomahawk	4.00	6.00
Through Trap Door	7.00	11.00
Thundercats	7.00	11.00
Taipan	7.00	11.00
Tour De Force	7.00	11.00
Trantor	7.00	10.00
Tag Team Wrestling	3.00	
Ultima I, III, IV or V		15.00
Victory Road	7.00	10.00
Water Polo	7.00	10.00
W.C. Leaderboard	7.00	10.00
Wizard Warz	7.00	10.00
World Tour Golf	9.00	12.00
Wizball	7.00	10.00
World Games	7.00	10.00
Yogi Bear	7.00	11.00
Zrap Sizzlers II	4.00	

ST

Advanced Art Studio	17.00
Addictaball	12.00
Autoduel	14.00
Arctic Fox	17.00
Army Moves	14.00
ACE 2	16.00
Apache Gunship +	18.00
Airball	17.00
Amazon	10.00
Arkanoid	14.00
Art Director	36.00
Arena/Brattacus	25.00
Apshai Trilogy	17.00
Blue War	14.00
Bangkok Knights	19.00
Bravestarr	14.00
Barbarians	17.00
Barbarian (Palace)	12.00
Bards Tale	21.00
Bermuda Project	17.00
Bubble Bobble	14.00
Balance of Power	21.00
Backlash	14.00
Bureaucracy	21.00
Boulderdash Cons Set	14.00
Bridge Player 2000	14.00
Charlie Chaplin	14.00
Check Mate	10.00
Chess Master 2000	21.00
Colour Writer	10.00
Captain America	14.00
Champ Wrestling	17.00
Defender of Crown	21.00
Database/Calc	10.00
Degas Elite	19.00
Deja Vu	21.00
Damocles	14.00
Deathstrike	12.00
Deep Space	25.00
E.C.O.	14.00
Eye	10.00
Enduro Racer	14.00
Flight Simulator II	36.00
Film Director	43.00
Football Manager 2	14.00
Flying Shark	14.00
Farenheit 451	10.00
Football Fortunes	17.00
F15 Strike Eagle	15.00
Gary Lineker Soccer	14.00
Gauntlet II	14.00
G.A.T.O.	21.00
Guild of Thieves	17.00
Golden Path	10.00
Gauntlet	17.00
Galax 3D	14.00
Goldrunner	17.00
Hacker	17.00
Hades Nelsula	16.00
Hacker II	17.00
Head over Heels	14.00
Hitch Hiker	21.00
Hollywood Poker	13.00
Hollywood Hijinx	21.00
Impossible Mission II	14.00
Indy Jones Temple of Doom	14.00
Impact	12.00
Into Eagles Nest	14.00
Jewels of Darkness	10.00
Karate Kid II	17.00
Knight Orc	14.00
Kings Quest	18.00
Lattice C	76.00
Last Ninja	14.00
Leaderboard	17.00
Leaderboard (Town)	8.00
Leather Goddess	21.00
Little Computer People	25.00
Lurking Horror	21.00
Marble Madness	17.00
Music Cons Set	21.00
Missing One Droid	8.00
Moon Mist	21.00
Mouse Trap	12.00
Metrocross	17.00
Mercenary Compendium	17.00
Macro Manager	10.00
Nine Princes in Amber	10.00
Ninja	8.00
Out Run	14.00
Ogre	15.00
Pawn	17.00
Passenger on Wind for 2	17.00
Phantasie I, II or III	17.00
Pinball Factory	17.00
Planetfall	12.00
Plutos	12.00
Pirates of Barbary	10.00
Prohibition	14.00
Portal	25.00
Q Ball	14.00
Red October	17.00
Road Runner	17.00
Rana Rama	14.00
Renegade	14.00
Rings of Ziffin	17.00
SDI	24.00
Solomans Key	14.00
Starglider	17.00
Silicon Dreams	10.00
Sentinel	14.00
Star Trek	14.00
Sky Fox	13.00
Strike Force Harrier	17.00
Supersprint	14.00
Space Battle	8.00
Space Pilot	8.00
Spitfire 40	17.00
Silent Service	17.00
Side Walk	14.00
Sub Battle Sim	17.00
Space Quest	17.00
Supercycle	17.00
Slap Flight	14.00
Strip Poker	10.00
720°	14.00
Suspect	21.00
S.T. Key	10.00
Suspended	21.00
Tau Ceti	17.00
Trautor	14.00
Toolkit	10.00
Taipan	14.00
Tee Up Golf	8.00
Thai Boxing	8.00
Top Gun	14.00
Tracker	17.00
Terrestrial Encounter	6.00
TNT	14.00
Terrapods	17.00
T.T. Racer	17.00
Trivial Pursuit	14.00
Tass Times	17.00
Tenth Frame	17.00
Trailblazer	17.00
Ultima II or IV	14.00-18.00
Wizard Warz	14.00
Wizball	14.00
Ballyhoo	12.00
Wishbringer	12.00
Spellbreaker	12.00
Moon Mist	12.00
Trinity	12.00
Dark Castle	17.00
Zark I & II	11.00

AMIGA

Adv Con Set	12.00
Alien Strike	11.00
Arctic Fox	16.00
Atlantis	20.00
Arena/Bratacus	24.00
Battle Through Time	8.00
Bards Tale 1	20.00
Ball Raider	14.00
Backlash	14.00
Barbarian	19.00
Backgammon	8.00
Balance of Power	24.00
BMX Challenge	8.00
Chess Master 2000	20.00
Checkers	8.00
Challenger	11.00
California Games	19.00
Cruncher Factory	8.00
Defender of Crown	24.00
Compilation (EA)	16.00
Deja Vu	24.00
Dr Fruit	8.00
Diablo	14.00
Deep Space	29.00
Demolition	8.00
Deluxe Music Cons Set	58.00
Deluxe Paint II	58.00
Deluxe Print (inc Art Disk)	20.00
Deluxe Video	58.00
Earl Weaver Baseball	20.00
Extensor	14.00
Emerald of Mines	8.00
Flight Sim. II	36.00
Final Trip	8.00
Formula One Racing	20.00
GATO	24.00
Gauntlet	19.00
Guild of Thieves	19.00
Gold Runner	19.00
Hitch Hikers Guide	19.00
Hollywood Poker	14.00
Hardball	19.00
Impact	12.00
Instant Music	20.00
Jump Jet	11.00
Jewels of Darkness	14.00
Karate Kid II	19.00
King of Chicago	24.00
Knight Orc	14.00
Kwasimodo	8.00
Las Vegas	8.00
Leather Goddess	24.00
Leaderboard	19.00
Mean '18 Golf	20.00
Marble Madness	16.00
Othello	8.00
Pawn	19.00
Phallanx	8.00
Q Ball	14.00
Quasar	8.00
Road Runner	19.00
Road Wars	14.00
7 Cities of Gold	12.00
Sky Fighter	11.00
Skyfox	12.00
SDI	24.00
S.F. Harrier	19.00
Space Battle	8.00
Swooper	14.00
Silicon Dreams	14.00
Sinbad	24.00
Starglider	18.00
Silent Service	19.00
Super Huey	16.00
Strip Poker	8.00
Scribble	80.00
Test Drive	20.00
Terrorpods	19.00
Thai Boxing	8.00
Taipan	14.00
Uninvited	24.00
Ultima III, IV or V	20.00
Winter Games	19.00
World Games	19.00
Vader	8.00
Bureaucracy	29.00
Data Disks (EA)	
Arts Parts I	8.00
Arts Parts II	8.00
Hot & Cool Jazz	8.00
Rock 'n' Roll	8.00
Seasons & Holidays	8.00
Dark Castle	17.00
Starcross	12.00
Infidel	12.00
Trinity	12.00
Seastalker	12.00
Suspended	12.00
Hollywood Hijinx	12.00
Suspect	12.00
Zark II	12.00
Zark I	12.00
Spellbreaker	12.00
Planetfall	12.00
Moonmust	12.00
Mind Forever Voyaging	12.00
Headline	12.00
Enchanter	12.00
Witness	12.00
Cutthroat	12.00

SOFTWARE AVAILABLE FOR ALL OTHER MACHINES. PLEASE WRITE FOR LISTS

STORY

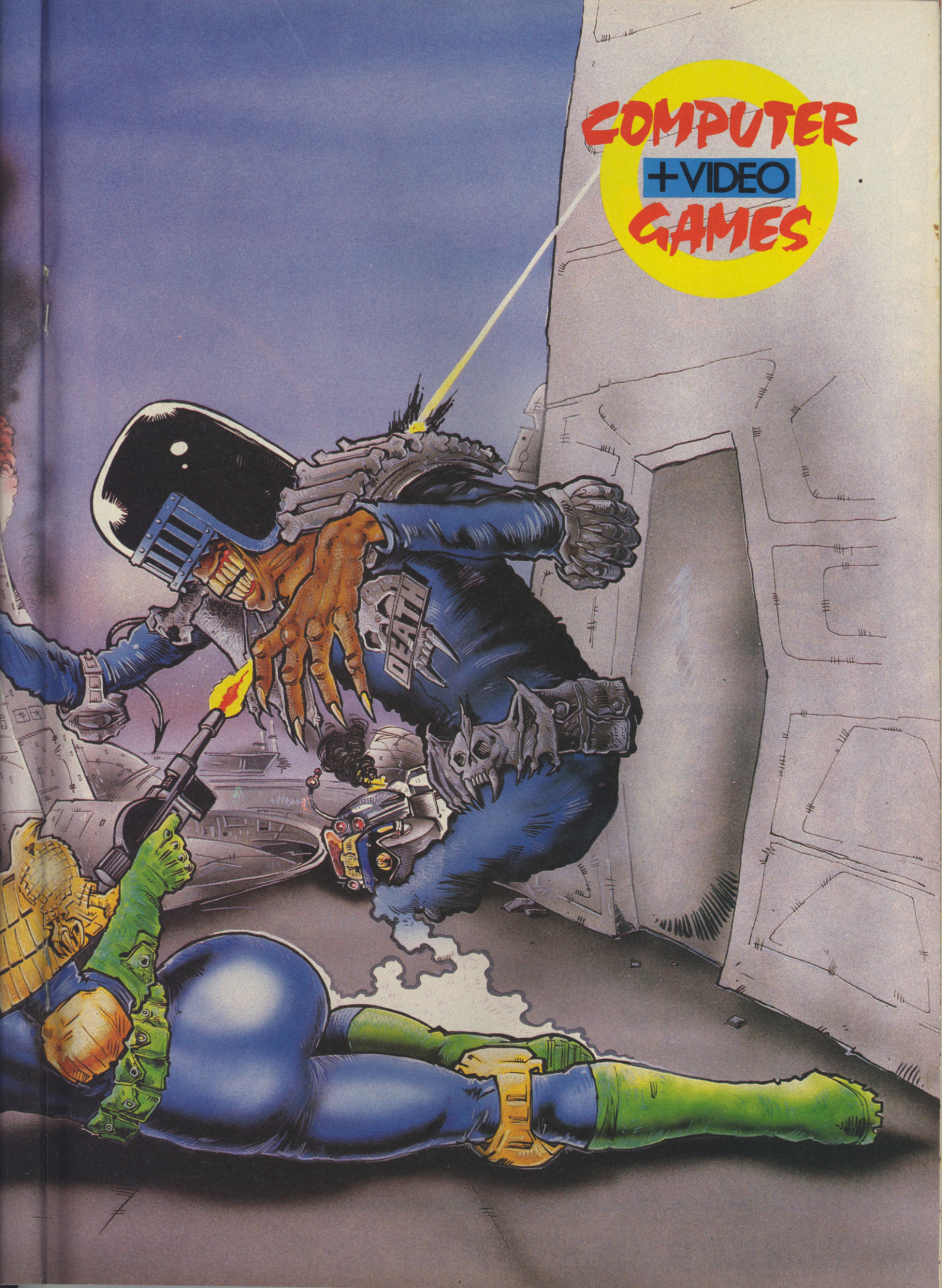
HOT BALL

AVAILABLE FOR
ATARI ST
and AMIGA –
£24.95

STORY

GAMES FOR EVER

DISTRIBUTED BY ACTIVE SALES & MARKETING, 16 GREYHOUND ROAD, GREYHOUND HOUSE, HAMMERSMITH, LONDON W6 8NX. TEL: 01-385 7622


COMPUTER
+VIDEO
GAMES
DEATH

© 1987 IPC/DAN DARE LTD
Part of the Dan Dare Nostalgia Collection licensed Worldwide by Dan Dare Ltd.

3d

DAN DARE II
MEKON'S REVENGE

WINTER ISSUE 1955

The story so far . . .

The Mekon has returned, cunning as ever, to take revenge on the Planet Earth. In this bid to become ruler of earth the Mekon has developed a new genetically engineered race . . . the ***SUPERTREENS!***

To save the earth someone must destroy the Mekon space ship before the Supertreens can be launched. There is only one way to defeat the Mekon – face to face. There is only one man for this mission . . . ***DAN DARE!***

Commodore 64/128 cassette £8.95 disc £12.95
Spectrum 48/128/+2 cassette £7.95/+3 disc £14.95
Amstrad CPC cassette £7.95 disc £14.95

Play Dan Dare – or The Mekon in this follow up to Dan Dare – The pilot of the future, The game that was voted the ZZap 64 Arcade Adventure of 1986, and was declared a Crash Smash, C + VG Hit! A Sinclair User Classic, and your Sinclair Mega Game. ***Dan Dare – Mekons Revenge is not to be missed!***

Available from all good retailers or direct from Virgin Games, 2/4 Vernon Yard, Portobello Road, London W11 2DX

Commodore Screen

Spectrum Screen

Amstrad Screen

The Big Screen

Time to cop this month's cinematic treats and root out the odd criminal. Ward R Street acts as judge and jury.

The time – the day after tomorrow. The place – Old Detroit. The number one problem – crime! Forget your friendly neighbourhood bobby. Move over Crockett and Tubbs. What we need now is **Robocop (18).**

Thirty-one cops have been killed since the privatisation of the Detroit police force. Murphy makes it thirty-two when he runs into a deserted warehouse in hot pursuit of the slimiest gang of sleazos outside of the C+VG staff, and is promptly gunned down.

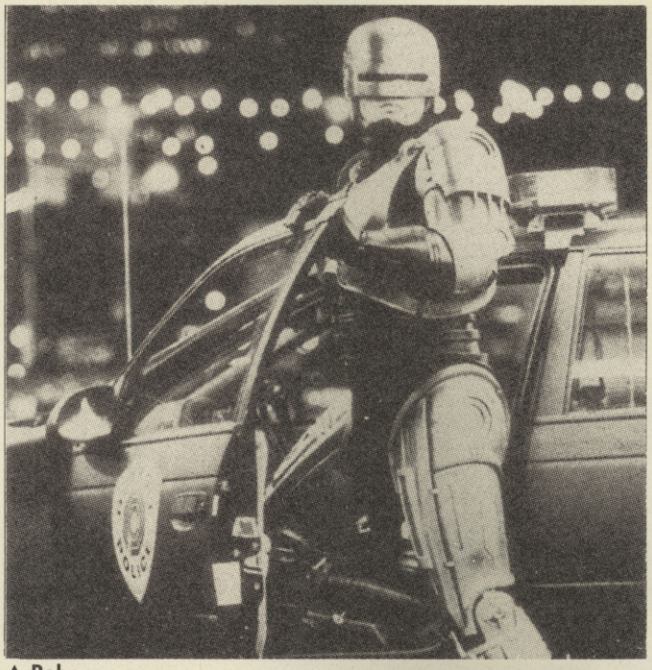
But the corpse carried out in a body bag is about to be reborn as a law enforcement officer with a difference – a PC (Police Constable) who is fifty per cent PC (Personal Computer). Programmed to keep the peace he's an officer on the beat who beats up the bad guys with ruthless efficiency.

In no time at all the crime rate drops, but a Robocop's lot is not a 'appy one. The gangsters are plotting their revenge and worse, the boss of OmniConsumer Products plans to tarnish the stainless android's reputation to give his own pet project, ED 209, a crack at the cop market. He's not averse to a little criminality either.

Robocop was a summer smash in the States and it's easy to see why. Comic book violence combined with comedy and some satirical sideswipes produces a perfect piece of fun sci-fi.

The pace never slackens as thrills mix with laughter. But at its centre the movie has a serious point about dehumanized policing and the cost of law and order when it's governed by profits. Join your neighbourhood watch and watch out for **Robocop!**

Even a 16-bit rozzer would have trouble with the **Lost Boys (15)** though. It's not so much that this motley crew of punks, death rockers and heavy metal freaks have what the Americans call an 'attitude problem' – it's that they're all vampires!



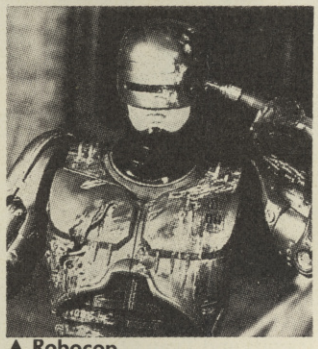
▲ Robocop

Santa Carla is a small Californian seaside town complete with fun fair, boardwalk and a bloodsucker problem. New boy in town Michael soon falls for their beautiful acolyte Star, and it's not long before he's eating maggots and drinking blood from a wine bottle.

Unluckily mother is too busy looking for a new job and possibly a new husband to observe these anti-social habits, but younger brother Sam soon twigs that something's wrong when Michael flies by his window to ask him out for a bite! Cue Santa Carla's two teen vampire hunters, the Frog brothers, dab hands with a stake cooked in garlic.

I wouldn't say that **Lost Boys** lost its way, but it's an odd mix of comedy and suspense. There's real wit in the script but it's delivered deadpan (whoops), so at times you're not sure whether to laugh or barf.

Still, the mostly teenage cast is universally excellent, the soundtrack, featuring INXS and Echo and the Bunnymen is superb, and it's all directed with real style. Don't lose sight of these boys.



▲ Robocop

More gory goings on in **Near Dark (18)** but there are no doubts as to director Kathryn Bigelow's intentions. She wants to scare you senseless!

Obviously the supernatural's been at work in Hollywood because here we have yet another group of seedy vampires who kidnap yet another ordinary teenager when he falls for a girl member of the gang. But there the similarities end because Caleb is soon spirited away from his Mid-Western farm in the back of a blacked out camper van.

How would vampires live in modern America? Bigelow thinks that they'd trek across the States, stopping off at anonymous motels, picking up passing hitchikers or thumbing rides, then slaughtering their victims. Every so often they might terrorise a secluded bar, just for kicks.

It's a bloodsucking life-style that clean-living Caleb finds hard to swallow (double whoops). The undead aren't too taken by his squeamishness either, and it's only Mae, feeding him from her own veins, who stops them dumping their newest disciple.

Near Dark is a dark and brooding film indeed, possessed of a terrible intensity which makes you squirm in your seat. Despite the intrusion of sunlight towards the end, it should still give real gore fans something to get their teeth into.

What would these fantasy ghouls make of the **Gardens of Stone (15)** which are the setting for Francis Coppola's major new movie. That's the name given to Arlington

▲ Near Dark

National Cemetery, the resting place of so many soldiers killed in Vietnam.

No, you cry, not another Vietnam movie, but wait . . . Coppola has already taken the trip to South-East Asia in *Apocalypse Now*. This time he never leaves Washington – yet manages to say more about that senseless war than any of the other recent 'Nam pics.

The action centres on new soldier Private Willow and a veteran of two spells of duty, Sergeant Hazard. Both are members of the 'Old Guard', the regiment which stands tall

The Big Screen

▲ Gardens of Stones

and proud on ceremonial occasions but which seldom sees action.

In the 1960s most of those ceremonials were funerals. As Hazard remarks, "The Marines say that killing is their business and that business is good. Well, our business is better." But despite the experienced officer's belief that the war can never be won, Willow is determined to serve in the front-line.

By studying these two men, their personal ambitions, their fellow soldiers and even their girlfriends, Coppola creates a picture of a military machine which presents a public face of heel-clicking, choreographed efficiency, but which really exists to ship young men overseas to kill and be killed.

The performances are brilliant, with James Caan as the all-too-human Sergeant Hazard and newcomer D.B. Sweeney as Willow, supported by James Earl Jones as Hazard's foul-mouthed brother officer and Anjelica Huston as his pacifist girl. Its power lies in the way it deals with human beings who we identify with, who we care about.

More military antics and political corruption as Kevin Costner (of *The Untouchables*) finds that there's **No Way Out (15)** when he's framed for murder.

This is one of those films which is difficult to describe without giving away too much of the plot. It twists and turns like the labyrinth of tunnels below the Pentagon, in which it's set.

Costner is navy hero Tom Farrell, who becomes involved with glamorous Susan Atwell at a party. They start to see each other but she's also involved with Farrell's superior, David Brice – a great performance by Gene Hackman. Murder follows, and the cover up by Brice and his aide unwittingly involves Farrell in a race for his life.

It's a clever thriller which makes good use of the classic suspense plot, an innocent man drawn deeper and deeper into a web of intrigue. There's an unexpected final twist, but perhaps the whole thing looks a little too contrived in the long run.

An even older story forms the basis of **China Girl (18).** Its Italian American hero and heroine from China Town are surely blood relatives of Romeo and Juliet.

That's blood by the bucketfull, which isn't really surprising as the director is Abel Ferrara, the man responsible for the notorious 'nasty', Driller Killer. He's lost none of his talent for scenes of suspense and menace, shooting around New York's infamous Canal Street, but he also knows how to portray a touching love story.

▲ Woo-Woo Kid

Tony meets Tyan at a rock club and falls for her immediately but their romance lights the fuse for a gang war, led by Tony's hot-headed friends and Tyan's brother. Add a touch of Tongs and a gaggle of Godfathers and the scene is set for a bloodbath, in which innocence is an inevitable casualty.

The love story is carefully balanced by the reckless gangs and the machinations of the mobsters. Abel is a more than able director and his film has a real feel of streets so mean you can almost smell the fear.

Problems of the heart also occupy **The Woo-Woo Kid (PG)** – and no, I couldn't make any sense of the title at first, either! But all becomes obvious when Sonny Wisecarver starts to woo women twice his age.

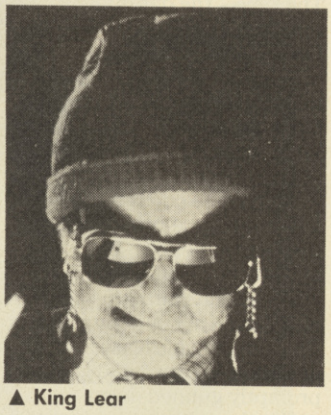
Nowadays toy-boys may be commonplace – at least in the newspapers – but in 1944, 14 year-olds dated girls of their own age. Not so Sonny. First he runs away with a 21 year-old neighbour whose husband beats her. Then, when they've been rounded up by the police and returned home, he does the same with a woman in her thirties.

The strange thing is that Sonny isn't especially attracted to older women – he just tends to get mixed up with them, thanks to an over-optimistic belief that everything will turn out right. Naturally they don't, and he even becomes a national celebrity when the papers pick up on his exploits.

Based on a true story, **Woo-Woo** is one of the freshest comedies imaginable. Sonny, played by Patrick Dempsey, stumbles through his romantic adventures with a bland innocence. Meanwhile his unworldly mother and a father, who sends him to the dog-house – literally! – provide an amusing backdrop of eccentric homelife.

Don't let the fact that this is a story about being in love put you off. It's hysterically funny, creates a wonderful sense of growing up during the last days of World War Two, and takes a few shots at society's hypocrisy along the way. A film to fall in love with!

The only people who'll take to **Tough Guys Don't Dance (18)** are turkey-fanciers though. Written and Directed by American author Norman Mailer this mess of melodramatic action succeeds in being so totally inept that it's actually funny.



▲ King Lear

Ryan O'Neal spends the film wandering round looking soulful – it's either that or chronic indigestion – as strange things occur in a small New England town. Every line is loaded with significance and spoken as if it's deep and meaningful. The plot twists and turns so many times that it takes a flashback to explain it!

Tough Guys never dances at all – it's got two left feet. But don't miss it if you're into truly awful films!

There are those who will say that Jean-Luc Goddard's **King Lear (15)** is god-awful too. I don't agree – but I wouldn't recommend it unless you've spent at least three years at a French university. This is not Shakespeare's play but a film about the impossibility of making a film of it! Comprenez vous?

What – I've not named my film of the month! I was hoping you wouldn't mention that. It's almost impossible to pick one from this excellent batch of releases.

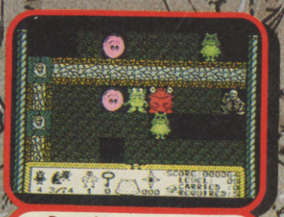
If you're into sheer fun, **Robocop** is arresting stuff. But the more serious **Gardens of Stone** is one from the heart. And **The Woo-Woo Kid** is a wow, despite the title.

▼ No Way Out

LAZER Tag
"I know what you're thinking, did I fire six shots or only five?"....
Transport yourself to the year 3010 where competition and sport have replaced blood thirsty lust for violence and confrontation. Yes, you'll experience the danger of combat. Yes, you'll feel the rush of adrenalin as you face your challenge. But this battlefield does not render injury, it creates a fever pitch atmosphere of nerve jangling exhilaration and pulsating excitement. Sharpen your reflexes and test your energy levels as one round of Lazer Tag makes the ultimate demands of concentration and skill on your mind and body alike.
Six tags and you're out!
GO!
SPECTRUM £8.99t
AMSTRAD £9.99t £14.99d
CBM 64/128 £9.99t £11.99d
© 1987 Worlds of Wonder, Inc. All rights reserved. LAZER TAG™ are trademarks of World of Wonder, Inc., Fremont, C.A., U.S.A.
TOMORROWS SOFTWARE TODAY
GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL. 021 356 3388

BONE CRUNCHER

Bono takes the skeletons to a cauldron



Bono's partner Fozzy restrains a monster

A PRIZE FOR EVERYONE WHO COMPLETES THE GAME

Buy Bonecruncher and see if you can complete all the game screens!

All successful players will receive a superb portable radio with headphones (illustrated on the right), a colourful Bono's Bathing Co. badge, and a signed certificate.

Closing Date: 30th April, 1988

- Full of Strategic Puzzles and Problems
- Over 20 Increasingly Difficult Caverns
- Password Feature helps you to Progress
- Prize Competition for Skilled Players
- Humorous, Witty, a Barrel of Laughs

Bono The Dragon and his Flourishing Business

You are Bono, a friendly dragon residing in a picturesque sea-castle. As a shrewd business-dragon, keen on "nice little earners", you make your living by selling soap to the giant monsters who bathe in the sea surrounding the castle.

With the aid of your business partner, named Fozzy, you produce the soap by collecting skeletons amongst the castle caverns and then boiling the bones in a cauldron.

However, the castle caverns are fraught with danger: there are monsters who will kill you, spiders who will eat you alive, and glooks who will block your path. It will pay you dividends to also avoid the perilous trapdoors and hidden volcanoes.

A soap-opera not to be missed!

COMMODORE 64/128 • COMMODORE AMIGA
BBC MICRO • ACORN ELECTRON

Cassettes: **£9.95** (C64, BBC, Electron)
5¼" Discs: **£11.95** (C64, BBC, Electron)
3½" Discs: **£14.95** (Amiga, BBC Master Compact)

SUPERIOR SOFTWARE Limited
Dept. BC5, Regent House, Skinner Lane,
Leeds LS7 1AX.
Telephone: (0532) 459453

24-HOUR TELEPHONE
ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.
(This does not affect your statutory rights).

NEXT MONTH

Have I got news for you. Next month C&VG will hit the streets with several improvements that you have asked for. You said you wanted more reviews and we are going to give them to you – Twice as many as before, with a revamped marks system, and stacks more screen shots.

16 BLITZ – If you have just bought an Atari ST or Commodore Amiga then you just can't afford to miss this one. The games are piling up and our reviewers were busy playing them during the Christmas pudding season – so get yourself in the know by reading them.

Shuck and Doode cut up rough on the London Underground.

Mean Machines is better than ever with the latest batch of cartridges hot off a plane from Japan.

EYE – Win the whole kaboosh – the book, the game the t shirt Zzzzzz.

FREE pull-out poster.

Golden Joysticks – latest news on how the voting is going.

OUT ON THE 15TH FEBRUARY

Dear Mr Newsagent, Avoid a visit from Shuck and Doode and reserve me a copy of Computer + Video Games, March issue!

Name _____

Address _____

_____

● Hurtle into the future with February's C+VG out on February 15th. It's hotter than hell... in a cool sort of way.

TARTAN

What do a Scottish Earl, a budget software company and extremely fast cars have in common? Computers, that's what. Johnny Dumfries is one of the best young British racing drivers around, and lately he's been seen in the company of Code Masters and their Grand Prix Simulator game – currently sitting pretty at the top of the software charts. But there's more to computers and motor-racing than playing games. C+VG went to find out what.

"Playing *Grand Prix Simulator* requires accuracy and finesse," says Johnny Dumfries, "just like driving a real race car." And he should know. Johnny's racing career spans 100cc karts, Formula Ford single seaters, up to a Formula One Lotus and the frighteningly powerful Jaguar sports cars.

He got involved with Code Masters when the Darling Brothers approached him to endorse their *Grand Prix Simulator* product. Johnny liked the people and the game and decided that the deal was for him.

Johnny is well aware of computers – but not because they add to his sponsorship deals. Microprocessors play an increasingly important part in modern racing cars. They control the engine management system, look after the suspension and can even tell you if you're got a flat tyre.

The Jaguar Johnny drove last season had special sensors fitted which relayed tyre temperatures back to the cockpit. Johnny could use this to check tyre wear and watch out for slow punctures.

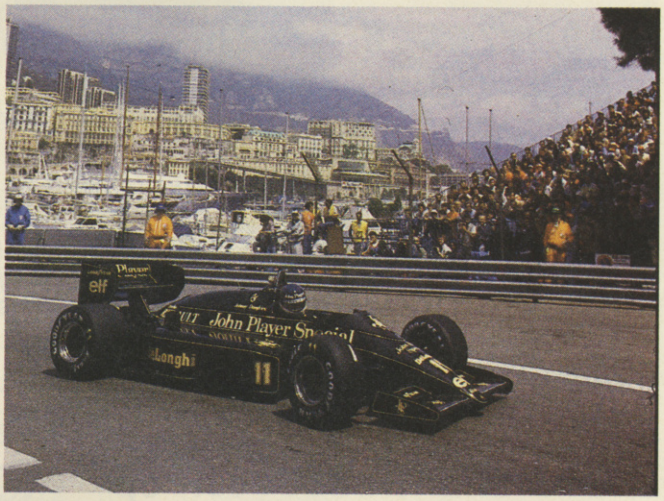
If one tyre starting getting very hot all of a sudden there was a high probability of a flat, so he could head for the pits and change the offending bit of rubber. This information is crucial in long distance races and could be the difference between winning and coming nowhere.

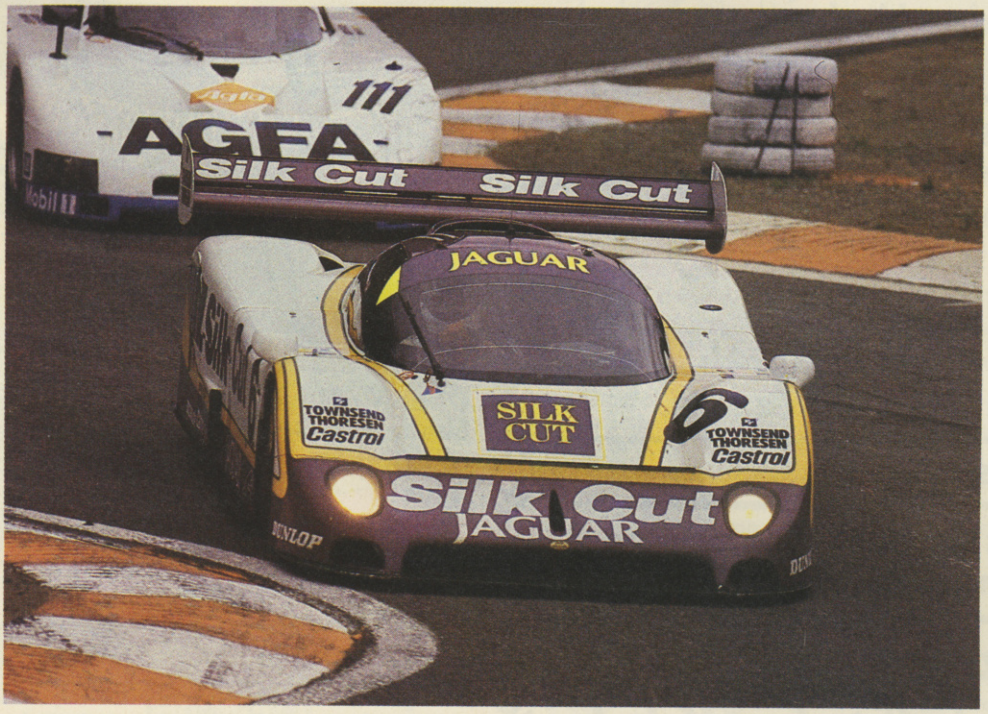
At Le Mans last year Johnny drove the 24-hour race in a Mercedes with a complex computer controlled engine management system which allowed him access to all kinds of information about the performance of his car. As he belted along the long Mulsanne straight – the only part of the track where he could relax for a while – he could call up info about how much fuel he was using and even how fast he should go to make the fuel last until his next pit stop or until the chequered flag.

You've all seen the consequences for drivers who ignore the computers advice on TV – and it must be really embarrassing having to push your car over the finish line!

Most cars also transmit information to their pit crew once a lap as they speed past the pits a microwave pulse from a computer in the pits triggers the on board microprocessor to cough up all its data. That way the engineers and designers can keep an eye on their cars performance during a race.

Johnny has also driven an active suspension Corvette in the States. Active suspension means that each of the corner of the car responds independently to the road surface it encounters making the ride much smoother. But all



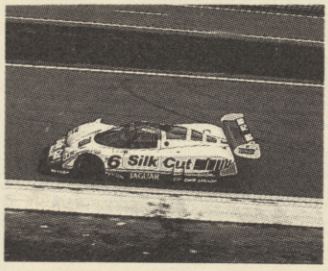


TERROR

this has to be controlled by a chip to make the machine driveable!

This technology, already used by the Lotus and Williams Formula One teams will soon be seen on normal road cars.

This year Johnny will be driving full time for the Jaguar endurance racing team. Despite his past Grand Prix experience none of the top Formula One teams offered him a drive – which is their loss because Mr Dumfries is destined to be a World Champ. But the Darling/ Dumfries is all set to continue with potential new projects coming continuing their tie-up this year.



JOHNNY DUMFRIES FACT FILE

John Colum Crichton – Stuart, Earl of Dumfries, is recognised as one of Britain's brightest new stars in Grand Prix racing.

Starting in 100cc Karts in 1980, he quickly graduated to Formula Three in 1983. The following year with backing from British Petroleum he totally dominated the Marlboro British Formula Three Championship, taking the title with ten wins and in addition finishing runner up in the European Championship.

The evidence of his outstanding talent did not go unnoticed by the Grand Prix team managers and offers to test their cars came from the top teams. By the end of 1984 he had tested for Williams, Lotus, Brabham and McLaren.

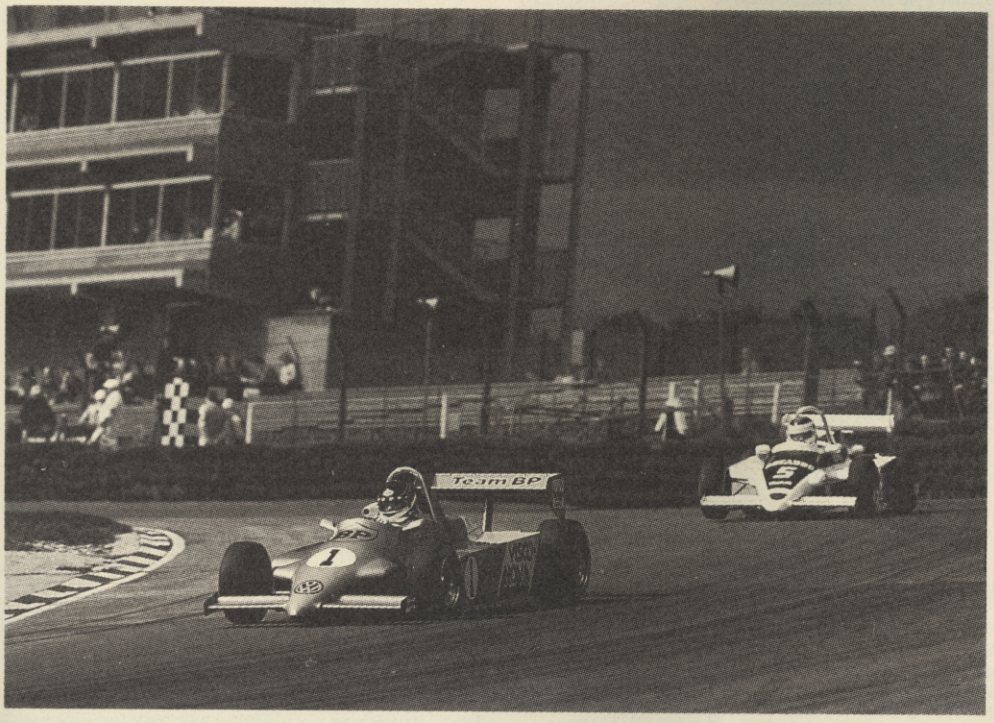
The beginning of 1985 brought an offer from another famous team, Ferrari. It was Ferrari who persuaded Dumfries to sign an exclusive testing contract for the factory Formula One team. The first British driver to sign such a contract since 1968.

1986 saw Dumfries invited to join Ayrton Senna in the prestigious Team Lotus line up for his first full Grand Prix season. The first race of the season, the Brazilian Grand Prix, was a promising start with the new recruit running as high as fifth place before being sidelined with mechanical problems.

Although poor mechanical reliability was to keep him out of the top placings on other occasions, his determination and the efforts of his dedicated race crew were to ensure that he finished the season with world championship points.

Finishing fifth in Hungary and sixth in Australia.

Last year he drove for six different teams in the World Endurance Championship, including the Kouros Mercedes Sauber team and Jaguar – eventual championship winners. In 1988 he will again drive for the Jaguar team.



JOHNNY DUMFRIES CODE MASTERS COMPETITION

We've got 20 copies of **Code Masters'** *Grand Prix Simulator* game to GIVE away to C+VG readers. The game is available for the Spectrum, Commodore and Amstrad. *Grand Prix Simulator* features a two-player option with 14 circuits, involving bridges, oil patches, chicanes, all the excitement of a real-life top flight motor race. All you have to do is answer these three simple Grand Prix quiz, fill in the coupon and rush it to Computer + Video Games, Code Masters Comp, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is February 16th, normal C+VG rules apply and the team managers decision is final. Watch for the green light – then GO! The first five correct answers out of the crash hat will get a special Code Masters baseball hat!

C+VG GRAND PRIX QUIZ

1. Name the 1987 Formula One World Champion.
2. Alain Prost now holds the record for the most Grand Prix wins. How many races has he won?
3. Which team does Britain's top F1 driver Nigel Mansell drive for?

C+VG/CODEMASTERS COMPETITION

Name _____

Address _____

_____

My answers are:

1. _____

2. _____

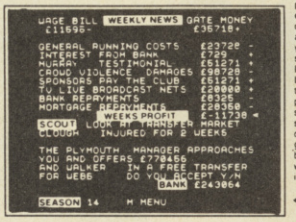
3. _____

Computer owned (tick box)
Spectrum ☐ Amstrad ☐ C64 ☐

FOOTBALL DIRECTOR

Screen Scene

D&H GAMES
Commodore 64/128
Price £8.95



After a weekend in which I watched my beloved QPR arise to the top of Division One, what more could I want than a good whirl at a football game — wrenching *Football Director* from a disillusioned Mike Pattenden's hands I was off. *Football Director* is the first offering I've been from this soccer crazed software house in Stevenage, so it was with a certain degree of curiosity that I cast my eye over this.

The packaging was the first thing to catch my eye, it seems to bear a very strange likeness to Imagine's *Super Soccer*, still mustn't grumble. Whilst loading up the game I thought I'd have a customary read of the instructions only to find there weren't any, nothing other than an extensive list of the game's features, and a guide to the prices you can expect to pay for players.

When you have chosen your team (QPR naturally) you may than either change any other team names (try *'Q.P.R' to 'Donkey'* — Ed.) and then on to the main menu. The game is controlled by pressing the initial letter of the option you wish to use. The options are:

Play Match: get stuck in there, the moment of truth. Can your boys in the league do what they did in training? Only choose this when you are satisfied you have selected your strongest squad, as once you've kicked off you cannot make any other changes for ninety minutes. The match is shown with the two teams names written on screen, and the clock ticks away (a match takes ninety seconds). When someone scores, the goal and the scorer are shown under the team.

After your match is finished the other results from your division are shown, and then your wage bill and weekly news. The weekly news tells you if you made or lost money this week, if any players are injured, and even bills you if there was any crowd trouble.

Check match: This option allows you to size up your opponents, it tells you their league position, their formation, and the skill of their goalkeeper, defence, midfield, and attack, so you can adjust your squad in order to wallop them!

Fixtures: This shows you a table of your previous results and the matches you have left to play in your thirty-eight game season.

Extra training. This option allows you to give extra training to either the goalkeeper, defence, midfield, or the attackers. This is in order to improve their skills. You can train them for any length of time between one to nine hours, but don't give them too long as they may slack or even get injured.

Transfer Market: As you are given only half a million pounds to begin with you ought to be very careful at the transfer market as the striker you buy could have excellent potential. Then again he could be the next Alan Smith! Each player has a certain amount of skill between one and nine. You can expect to pay any thing between £10,000 and £100,000 for a player and the inlay does give you a key to help yourself make successful bids.

Injuries/Goals: This gives you a run down of who is injured, how many goals have been scored, and how many the 'keeper has conceded in your squad.

Bank: As in life itself you can obtain a company loan, but as in life itself it is a very small one with a very large rate of interest. You can also obtain a mortgage should you wish to build a new stand.

Gamble: This tempting option allows you to bet that your team will win the league title, F.A. or League (Littlewoods) Cup, or for the less extravagant of you just to simply gain promotion. You can bet anything up to £100,000.

Employees: At this option you can hire a coach, physio, and a team scout all of which are fairly necessary. You can also hire a youth team manager which at £2000 a week may seem rather expensive, but every so often a promising young lad qualifies to the ranks of the big boys.

Shares: Every football director is a bit of a capitalist — some more than others (Yes, you Mr Bulstrode!)

Watch your share prices rise and fall, and decide when to sell or buy but take my advice don't sell to Marler Estates!

Insure. I like this. Should any of your players get injured, and you have taken out a policy, you're in the readies for a while.

Build Stand. Why not do just that? Naturally it costs.

Postponements. Simply tells you if there are any.

Level. This is a nasty one. There are three levels easy normal, and hard. With normal you can choose which level you wish to start on, but the nasty evil, wicked, twisted, programming team have been extremely cunning and taught the computer to put you up a level if you are playing too well, and won't allow you to turn it down. I don't wish to sound like a wimp with sour grapes but this is indeed a bitch! If you are bottom of the league and getting thoroughly beaten then you are permitted to continue getting slaughtered on easy level. But then should you start playing half decently it's on to the next level you go which means you'll fly down to the bottom of the league. I've had words with the programmer and I am informed that you must have the perfect blend of players for each division, not too good to be moved up a level and not useless so they don't lose even on level one, all I know is I haven't found the correct formula!

Can a team like this survive at the top.

Football Director is an extremely competent simulation/football strategy game. It has the correct blend of speed, realism, and playability not to be found on any other game of this type since *Football Manager* (which I confess I am thoroughly sick off) and for this reason if it is better than the old Addictive classic.

It is a rather tricky game but sheer patience will soon overcome this. The 64 needs good football games like Bristol City need good players (*Oh! — Ed.*) and this is one.

Ferdy Hamilton

Graphics	
Sound	
Toughness	
Endurance	
Value	
Overall	8

"COMMODORE USERS"
Review October Issue

FOOTBALL DIRECTOR

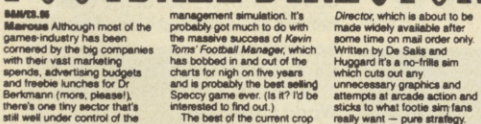
64/128. 95

Marcus Although most of the games-industry has been cornered by the big companies with their vast marketing spends, advertising budgets and freebie lunches for Dr Berkmann (more, please!), there's one tiny sector that's still well under control of the independents — the footie management simulation. It's probably got much to do with the massive success of *Kevin Toms' Football Manager*, which has bobbed in and out of the charts for nigh on five years and is probably the best selling Speccy game ever. (Is it? I'd be interested to find out.)

The best of the current crop is D&H Games' *Football Director*, which is about to be made widely available after some time on mail order only. Written by De Salis and Huggard it's a no-frills sim which cuts out any unnecessary graphics and attempts at arcade action and sticks to what footie sim fans really want — pure strategy. The packaging's modest — a simple inlay card with the barest of instruction — but if you're interested in a game like this, you're going to know exactly what's required, and what you don't get immediately you'll pick up along the way.

Starting at the bottom of Div 4 (where else?) you must pick your team and battle through a full league programme without throwing all your money away. You can mortgage your club when the going gets tough (which it will) and also borrow dosh from the bank. There's a full timetable of League, FA Cup, League Cup and European matches. Players have skill points, which are influenced by morale, which is naturally decided by winning or not. Morale is surprisingly fragile. There are appalling hazards all along the way — injuries, sendings off, postponements, crowd violence, retirements, interest, tax, other managers trying to poach your players, even sackings. There are fixture lists, automatic updatings of the league, midweek games, the opportunity to buy or sell shares, international games, loads of transfers and even three skill levels. It makes *Football Manager* look like a tatty old Basic game. If you like this sort of thing (which I do), you'll love this.

If you have problems finding it in the shops, send £8.95 (cheque/PO) to D&H Games, 19 Melne Road, Stevenage, Herts SG2 8LL. Oh, and remember to save regularly — it has the occasional tendency to crash!



YS CLAPOMETER

A definite* Match Of The Day *for football fans. Low on action, but high on strategy. You'll be over the moon with this one!

GRAPHICS	
PLAYABILITY	
VALUE FOR MONEY	
ADDICTIVENESS	
TOTAL	8

"YOUR SINCLAIR"
Review November Issue

"Don't take our word for it, take the word of the reviewers who like strategy games".

SPECTRUM £8.95 • COMMODORE £8.95 • AMSTRAD £8.95

This game also available by mail order at £8.95 per cassette. Send your cheque/P.O. made out to D & H Games plus a large SAE, with 25p stamp attached. Please write your name and address on reverse side of cheque. (72 hours delivery).

D&H GAMES

19, Melne Road, Stevenage,
Herts SG2 8LL
☎ (0438) 728042

C64/128	Cass	Disk
A.T.F.	6.55	9.75
Adv. Art Studio	19.95	19.95
Airborne Ranger	11.20	14.95
Alt. World Games	7.25	11.20
Bangkok Knights	7.25	11.20
Basket Master	6.55	–
Boot Camp	7.25	11.20
Brave Star	7.25	9.00
Bubble Bobble	6.55	–
Buggy Boy	7.25	11.20
B24	11.20	14.95
California Game	7.25	11.20
Combat School	6.55	9.75
Cosmic Causeway	7.25	11.20
Defender of Crown	9.75	11.20
Deflektor	7.25	11.20
Driller	11.20	13.45
Elite 6 Pack II	7.25	11.20
Eye	7.25	11.20
Firetrap	7.25	11.20
Flying Shark	6.55	11.20
Football Director	6.55	–
Football Manager II	7.25	11.20
G Lnkrs S/Soccer	7.25	11.20
Game Set Match	9.75	13.50

AMIGA	
Backlash	14.00
Barbarian (Psyg)	18.95
California Games	18.95
Crazy Cars	18.95
Defender of the Crown	22.95
Dick Special	18.95
Flight Sim. II	37.95
Football Manager II	14.95
Garfield	14.95
Goldrunner	18.95
Guild of Thieves	18.95
Hollywood Poker II	14.95
Indoor Sports	18.95
Jinxter	18.95
Kings Quest I & II & III	18.95
Night Orc	14.95
Pac Land	14.95
Red October	18.95
Roadwar Europa	18.95
SDI	22.95
Silent Service	18.95
Sinbad	22.95
Terrapods	18.95
Universal Mil Sim	18.95
Western Games	14.95

ATARI ST	
Alt World Games	14.95
Backlash	14.95
Barbarian (Palace)	11.20
Barbarian (Psyg)	18.95
Bubble Bobble	14.95
Buggy Boy	14.95
Defender of the Crown	18.95
Flight Sim II	37.95
Flying Shark	14.95
Football Manager II	14.95
F15 Strike Eagle	18.95
G Lnkrs S/Soccer	14.95
Garfield	14.95
Gauntlet II	14.95
Masters of Universe	14.95
Outrun	14.95
Pac Land	14.95
Rampage	11.20
Red October	18.95
Roadwars	14.95
Star Wars	14.95
Sub-battle Simulator	18.95
Terrapods	18.95
Universal Mil Sim	18.95
Western Games	14.95

★★ 3½" Disks for Amiga/ST (DS/DD) £9.95 per 10 ★★

Mail Order Software service for Britain

WORLDWIDE SOFTWARE

Europe, Middle East USA, Africa Australia and many other countries

C64/128	Cass	Disk
Garfield	7.25	11.20
Gauntlet II	7.25	9.00
Gryzor	6.55	9.00
Gunship	11.20	14.95
Indiana Jones	7.25	11.20
Int. Karate +	7.25	11.20
Jackal	6.55	11.20
Judge Death	7.25	11.20
Knight Games II	7.25	9.75
Last Ninja	7.25	11.20
Live Ammo	7.25	11.20
Madballs	6.55	9.75
Magnificent 7	7.25	13.95
Maniac Mansion	–	11.20
Mask II	7.25	11.20
Masters of Univ.	7.25	11.20
Match Day II	6.55	11.20
Mini Office II	12.75	14.95
Morpheus	6.55	9.75
N. Mansell GP	7.25	9.75
Octopalis	7.25	9.75
Outrun	7.25	9.00
Pirates	11.20	14.95
Psycho Soldier	6.55	9.75
Rampage	7.25	11.20

C64/128	Cass	Disk
Ramparts	7.25	9.00
Red October	11.20	14.95
Risk	7.25	11.20
Roy of Rovers	7.25	11.20
Rygar	7.25	11.20
Salamander	6.55	11.20
September	7.25	11.20
Shoot Const Set	11.20	14.95
Side Arms	7.25	9.00
Silent Service	7.25	11.20
Skate Or Die	7.95	11.95
Stealth Fighter	11.20	14.95
Strt Baseball	7.25	11.20
Sub-battle Sim	7.25	11.20
Super Hang on	6.55	9.75
Test Drive	7.95	11.95
Tetris	6.55	9.75
Thr Trap Door	6.55	9.75
Thundercats	7.25	11.20
Trantor	7.25	9.00
Victory Road	6.55	9.75
Western Games	7.25	9.75
Wizard Warz	7.25	9.00
World Clss Ldbd	7.25	11.20
720 degrees	7.25	9.00

C64/128	Disk
Alt Reality II	14.95
Battle Cruiser	19.95
Battles in Normandy	11.20
Carrier Force	24.95
Carriers at War	24.95
Colonial Conquest	19.95
Defender of the Crown	11.20
Destroyer	11.20
Europe Ablaze	24.95
Flight Sim II	33.95
Guild of Thieves	14.95
Hitchhikers Guide	19.95
Hollywood Hi Jinx	19.95
Jinxter	14.95
Leather Goddess	19.95
Lurking Horror	19.95
Moebius	14.95
Ogre	14.95
Roadwar Europa	14.95
The Pawn	14.95
Ultima I/II/IV/V	14.95
Up Periscope	14.95
Cheetah 125+ J/Stick	6.60
Oceanic CBM D/Drive	149.95
10 5¼" Blank Disc	7.99

All Prices include Postage and Packing in UK. Overseas orders please add £1.00 per cass/disk for AIRMAIL delivery. Please Phone for discount prices of Software not advertised. Credit card orders accepted by phone or letter. Cheques or postal orders payable to:

WORLDWIDE SOFTWARE (Dept CSA)
1 Bridge Street Galashiels TD1 1SW
Tel: 0896 57004

Micro★Magic *software by mail*

SPECTRUM

Hysteria	5.35
Ikari Warriors	5.35
Out Run	6.00
Phantom Club	5.35
Last Ninja	6.65
California Games	6.00
Flying Shark	5.35
Alternative World Games	5.35
Battle of Guadalcanal	6.65
Boot Camp	6.00
Rygar	6.00
September	5.35
Master of Universe	5.35
Carrier Command	9.95
Combat School	5.35
Compendium	5.35
Dark Sceptre	5.35
Driller	9.95
Street Sport Basketball	6.65
Durell Spectrum 4	5.35
Elite 6 Pack Vol. 2	6.65
Eye	6.65
Football Manager II	6.65
Freddy Hardest	5.35
F15 Strike Eagle	6.65
Galactic Games	5.35
Game Set & Match	8.65
Gary Lineker Super Soccer	5.35
Gauntlet II	6.00
Gryzor	6.00
Gunboat	6.00
Gunship	6.65
Judge Death	6.65
Live Ammo	6.65
Madballs	5.35
Buggy Boy (48k or 128k)	5.35
Nebulus	5.35
Rampage	6.65
Bangkok Knights	6.65
Ramparts	6.00
720 degrees	6.00
Roy of the Rovers	6.65
Side Arms	6.00
Sidewize	5.35
Basket Master	5.35
Star Wars	6.65
Super Hang on	6.65
Supersprint	6.65
Through the Trap Door	6.00
ThunderCats	5.35
Predator	6.65
Victory Road	5.35
Wizard Warz	6.00
Wizzball	5.35
Int Karate +	6.65

COMMODORE 64

California Games D3	6.65
Combat School D2	6.00
Football Manager II D3	6.65
Galactic Games D3	6.65
Compendium D3	6.65
Gauntlet II D1	6.65
Bangkok Knights D3	6.65
Game Set & Match D4	8.65
Judge Death D3	6.65
Gary Linekers S/Soccer D3	6.65
Elite Collection DS	11.20
Firetrap D3	6.65
Gunship D5	9.95
Airborne Ranger D5	9.95
Int. Karate Plus D3	6.65
Jinxter D5	6.65
Alternative World Games D3	6.65
Knight Games II D2	6.65
Football Director	6.00
Morpheus D2	6.00
Out Run D1	6.65
Pirates D5	9.95
Predator D3	6.65
Project Stealth Fighter D5	9.95
Red October D5	9.95
Buggy Boy D3	6.65
Rimrunner D2	6.00
B24 D5	9.95
Roy of the Rovers D3	6.65
September D3	6.65
Shoot em up Const. Set D5	9.95
Street Sport Basketball D3	6.65
Super Hang on D3	6.65
Victory Road D2	6.00
720 degrees D1	6.65

SPECTRUM +3 DISKS

Magnificent 7	11.95
+3 Pack	9.95
Thru Trap Door	6.00
Wizard Warz D1	6.65
Chain Reaction	8.75
California Games	9.95
Action Force	9.95
Starglider	10.95
Combat School	9.95
Driller	11.95
Solid Gold	9.95
Gunship	8.75
Match Day II	9.95
+3 Hits	6.65
Six Pack Vol. II	8.75
Buggy Boy	9.95
Thundercats	9.95
Game Set & Match	11.95
Top Ten Collection	9.95

COMMODORE AMIGA

Backlash	13.45
Barbarian (Palace)	16.95
Barbarian (Psyg)	16.95
California Games	16.95
Captain America	13.45
Crazy Cars	16.95
Eye	9.95
Faery Tale	33.95
Goldrunner	16.95
Gunship	16.95
Ice Hockey	16.95
Indiana Jones	13.45
Knight Orc	13.45
Leviathan	13.45
Pac Land	9.95
Phalanx	6.65
Phantasie 3	16.95
Q Ball	13.45
Red October	16.95
Roadwar Europa	16.95
Silent Service	16.95
Sky Fighter	9.95
Space Battle	6.65
Space Quest	16.95
Starglider	16.95
Terrapods	16.95
Vador	6.95

ATARI ST

Addictaball	9.95
Advanced Art Studio	16.95
Amazon	13.45
Bubble Bobble	13.45
Crazy Cars	13.45
Defender of the Crown	19.95
Football Manager II	13.45
F15 Strike Eagle	16.95
Gauntlet II	13.45
Gnome Ranger	9.95
Gunship	16.95
Hollywood Strip Poker	9.95
Leviathan	9.95
Maltville Manor	16.95
Pac Land	13.45
Rampage	9.95
Renegade	13.45
Star Wars	13.45
Terrapods	16.95
Tracker	16.95
Trivial Pursuit	13.45
Universal Military Sim	16.45
Wizard Warz	13.45
10 3½" DS/DD Disks	11.95

Mail order only. Disc prices D1 = 8.25 D2 = 8.75 D3 = 9.95 D4 = 11.95 D5 = 13.45
Cheques and postal orders to MICRO MAGIC, Sutton Place, 49 Stoney Street, Nottingham, NG1 1LX

INTER GALACTIC HAVOC! A METEORIC MAD HOUSE! IT'S SPACE AGE.....

BEDLAM

M 64/128
.99 Cassette
11.99 Disk

CTRUM 128
99 Not 48K
Compatible

MSTRAD
.99 Cassette
14.99 Disk

C £19.99

GO!

Will you endure the X12 Fighter Simulator and emerge an ice cool space fighter at the pinnacle of his powers or like many more will you be reduced to a nervous, gibbering wreck fit for no more than intergalactic tinpot trading ships. Only the premier cadets of the Stellar Imperium's pilot academy will ever find out and its upto the merciless instructors to ensure that only the elite survive.

It's space age frenzy... It's interstellar turmoil... It's Bedlam!

TOMORROW'S SOFTWARE TODAY

GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388

CRASH GARRETT

A thrilling epic in which ace flyer, Crash Garrett spins headlong into horror! His passenger, Cynthia Sleeze, Hollywood's top gossip hack, finds it a little too hot to handle. It's 1938 and Hitler's deranged death-lust casts a chilling net of evil over the movie capital of the world.

Only Garrett can stop the insidious plot hatched by Nazi master-spy, the repulsive Baron Engel von Krul. Berlin, Hollywood and the Middle East form this gloating pervert's deadly triangle of doom.

Help Garrett hack a breathless trail through von Krul's vicious web of cunning terror.

You alone have the power–so use it...!

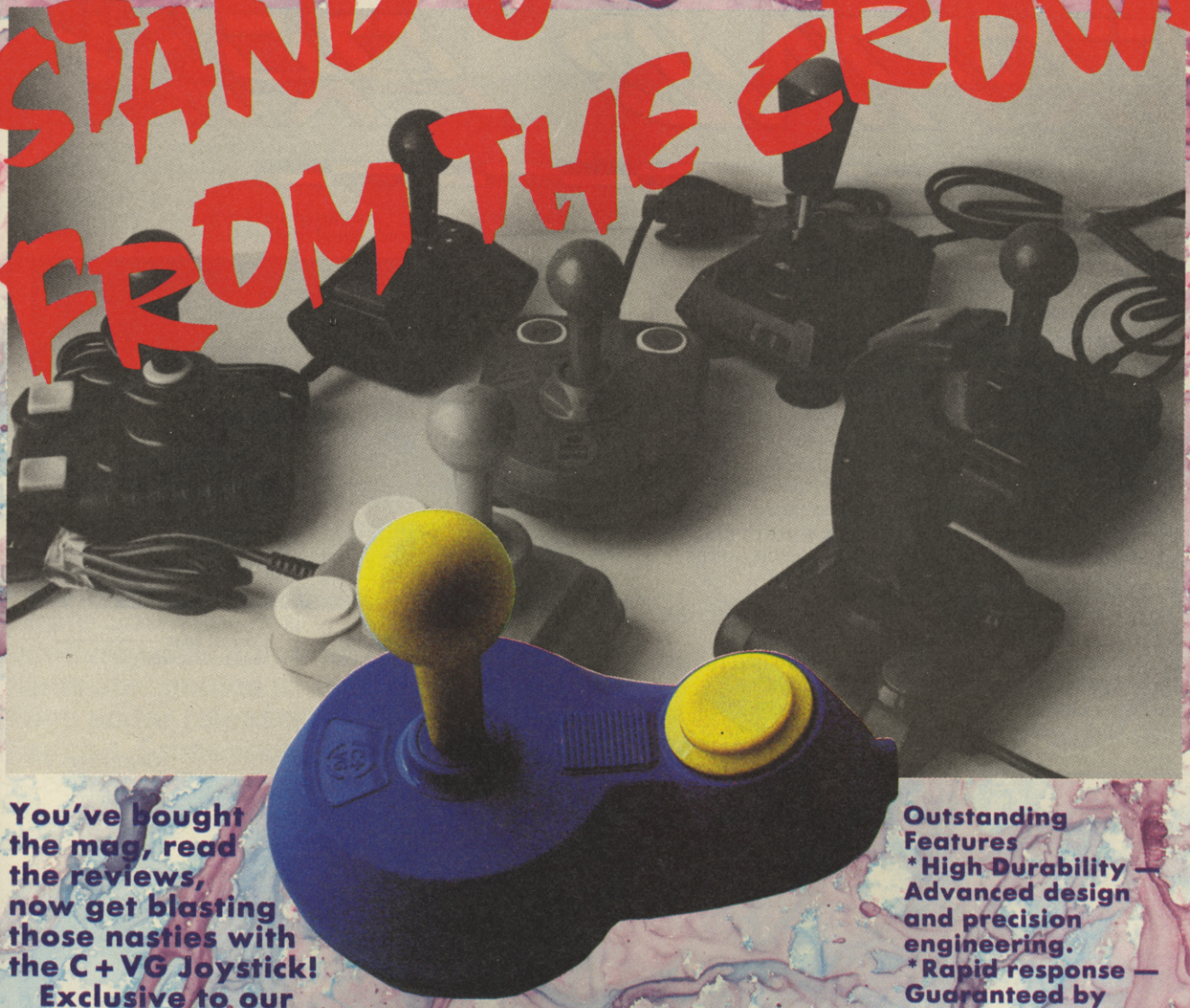
ERE INTERNATIONAL

MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDSX. EN1 2RQ TEL: 01-364 0123 FAX: 01-360 9119

AVAILABLE FOR ATARI ST, PC COMPATIBLES AND SOON AMIGA.

DISTRIBUTED BY INFOGRAMES UK

STAND OUT FROM THE CROWD



You've bought the mag, read the reviews, now get blasting those nasties with the C + VG Joystick!

Exclusive to our readers it's a customised version of the Euromax Elite model.

With its advanced design, accurate fire, unique colour and giveaway price, it was just too much for the Ed. Recently he was seen sneaking down the fire escape with a crateful earmarked for his chums!

So to stand out from the crowd, all *you* have to do is fill in the coupon and rush down to your nearest post box.

But hurry, stocks are limited and the Ed is getting zippy!!

Suitable for Atari, Commodore, Amstrad and MSX. Also with interfaces:- Sinclair, BBC and Electron.

Please send me____ C+VG Joystick(s) at £11.95 + £1.24 p+p.
Total amount enclosed £____
Please make cheques payable to: Computer & Video Games.
Name ____
Address ____
____
____ Postcode ____
Please return to: Computer & Video Games Joystick Offer, 14 Holkhom Road, Orton Southgate, Peterborough PE2 0EF. TEL: 0733 237111. Allow 28 days for delivery

Outstanding Features
***High Durability — Advanced design and precision engineering.**
***Rapid response — Guaranteed by uniquely constructed bearing and gate assembly.**
***Ultra Sensitive — Fitted with short travel micro switches.**
***Absolute accuracy — In multi directional movement.**
***Reduced fatigue — Advanced ergonomic design reduces effort — suitable for left or right hand play.**
***1.5m cord — allow for best playing position.**
***Guaranteed — Full 6 months guarantee against any defective parts.**

NIGEL MANSELL'S GRAND PRIX

"NIGEL MANSELL'S GRAND PRIX" is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenalin pumping danger of the world's greatest sporting spectacle, the game is the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently.

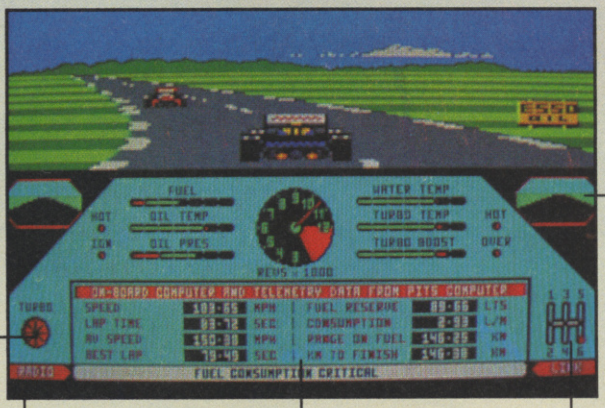
And yet the game still offers an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world's greatest circuits in the quest for valuable championship points.

The red lights are on – *you snap into gear.*
The engine roars – *your grip tightens on the steering wheel.*
The crowd goes wild as the lights flash to green.
900 brake horsepower is suddenly unleashed and the Williams hurtles to the first bend.
Ahead of you lies 31 weeks of the world's most gruelling and spectacular sporting championship.

(Technical Consultants – Nigel Mansell, Peter Windsor, Williams Grand Prix Engineering Ltd.)

Nigel Mansell celebrating victory.

Just over half the race completed and you're lying second to your main rival – 0.8 seconds ahead of you.



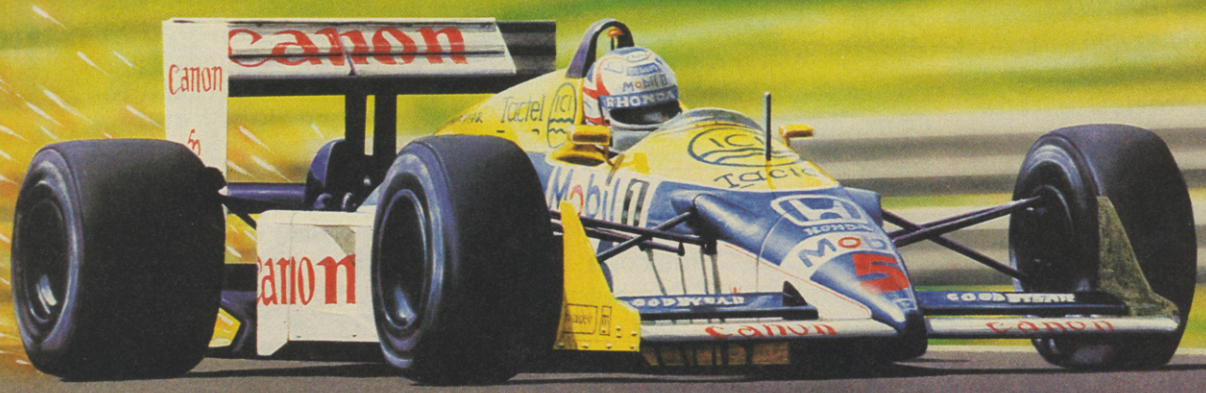
Your pit crew are in constant contact with you throughout the race.

Correct gear selection is vital.

Use your Turbo for extra power – but watch that fuel.

This panel gives you vital information on your race performance.

Wing mirrors. No sign of the third place car yet!



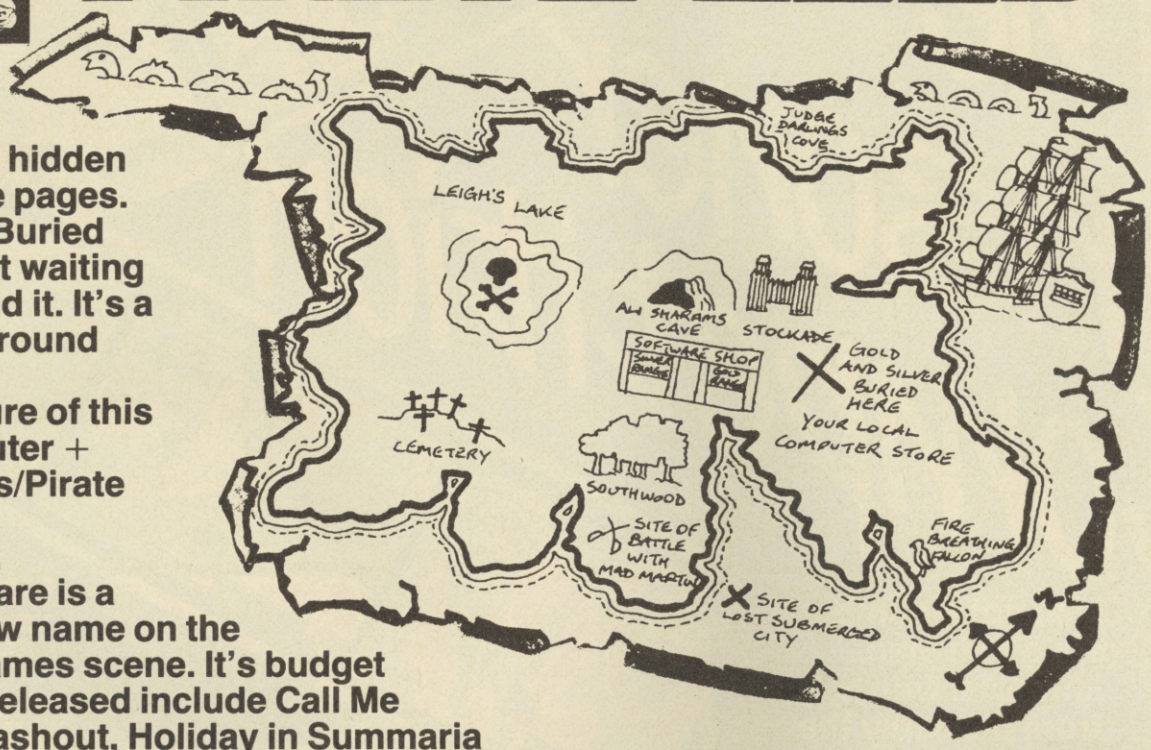
Produced by
martech

Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G

Spectrum 48/128	Cassette	£9.99
Commodore 64/128	Cassette	£9.99
	Disc	£12.99
Amstrad CPC	Cassette	£9.99
	Disc	£14.99

Available from all leading software retailers or order today by mail. Prices include postage and packing plus VAT.

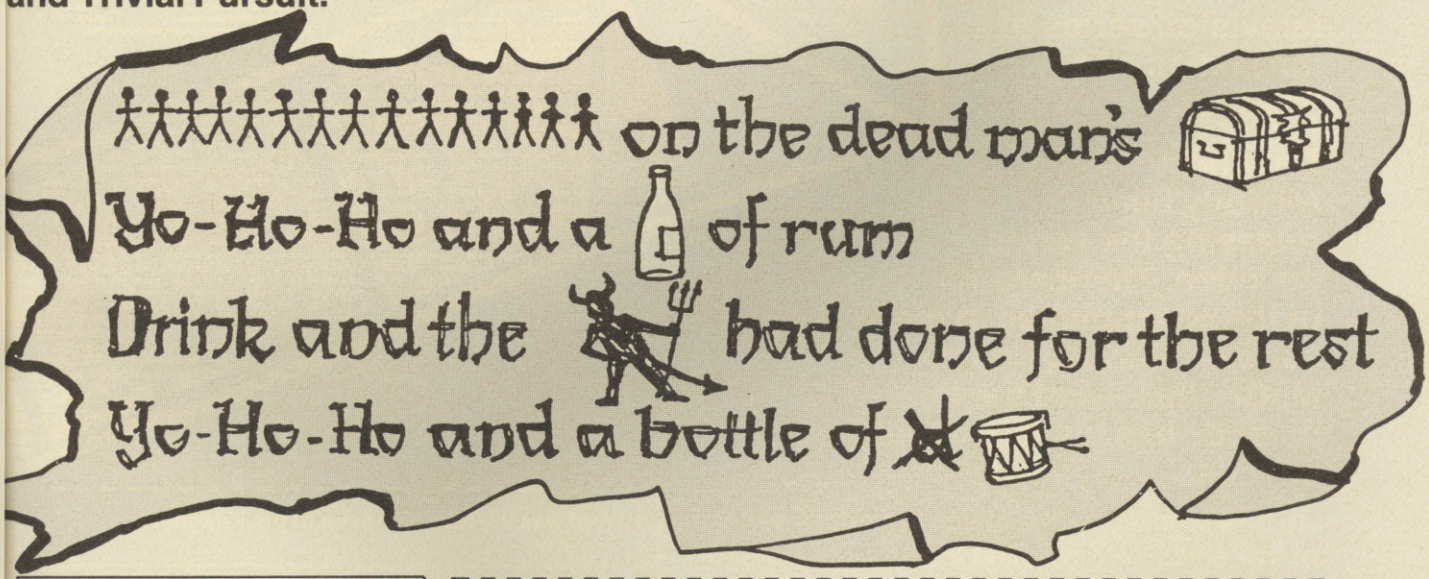
PIRATE GOLD



Avast there, me hearties! There's gold hidden in these here pages. Pirate gold. Buried treasure, just waiting for you to find it. It's a haul worth around £1,000.

That is the lure of this great Computer + Video Games/Pirate Software competition.

Pirate Software is a relatively new name on the computer games scene. It's budget titles so far released include Call Me Psycho, Smashout, Holiday in Summaria and Trivial Pursuit.



First prize is a gold medallion embossed with a skull and crossbones.

The second and third prizes are silver and bronze medallions.

The next 25 runners-up will get a Pirate game – so don't forget to say which computer you own.

All you have to do is work out the missing words from this verse taken from Treasure Island.

Send your answers to Pirate Gold, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is February 16th and Long John Silver's decision is final.

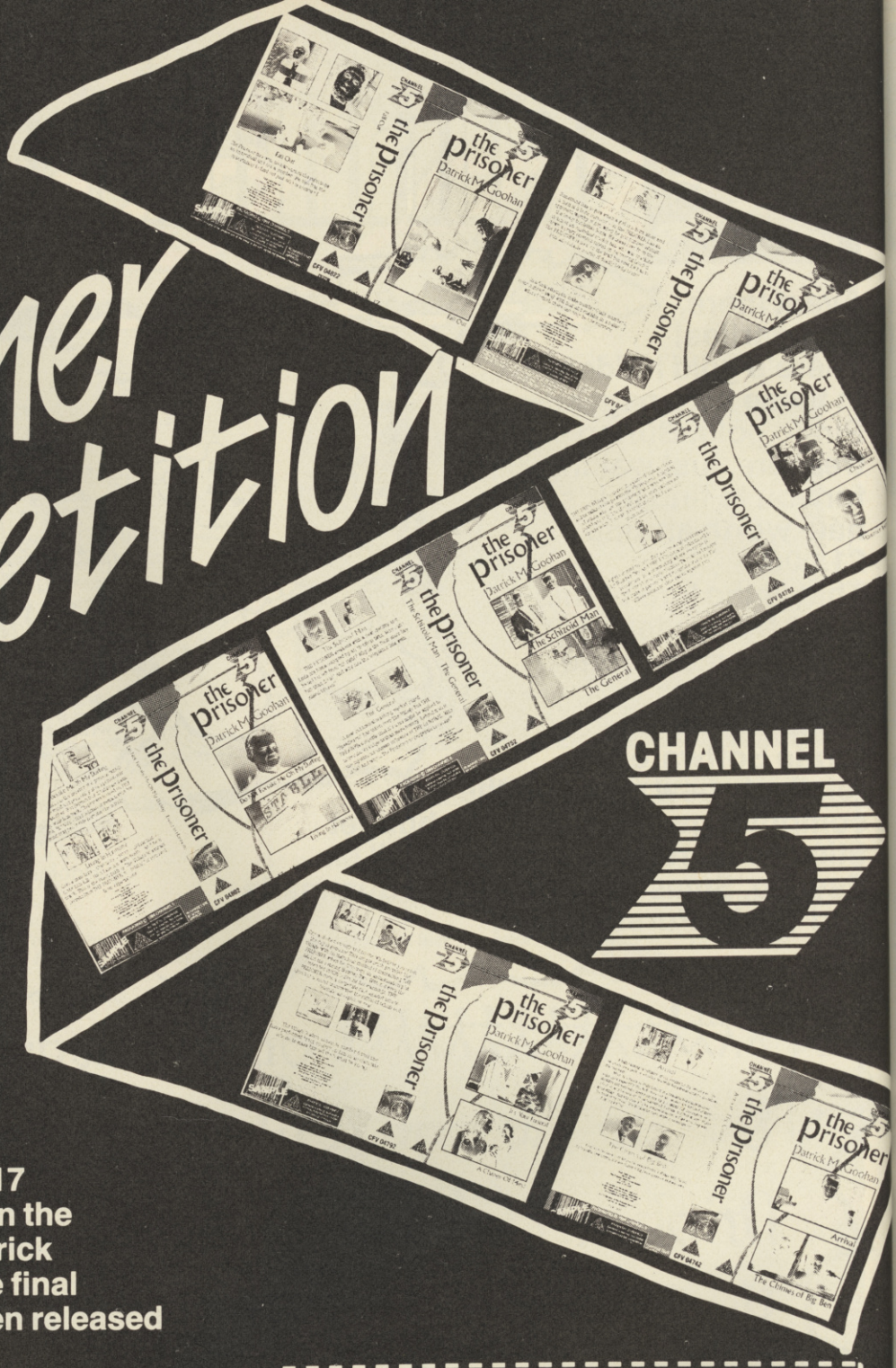
Name .....

Address .....

.....

My computer is .....

The Prisoner Competition



I am not a number. I am a free man. Immortal words from probably the most innovative television series of the sixties – *The Prisoner.*

Channel 5 has recently been releasing the series on video. There are 17 of the programmes in the series – starring Patrick McGoohan – and the final episode has just been released on video.

So how would you like to win the entire series of this epic which detailed the story of a secret agent who quit his job and was mysteriously spirited off to the Village, a picturesque prison camp set on the coast? There were no names, just numbers for the "inmates".

The series was weird, wonderful and years ahead of its time. It's so good that some members of the C+VG team would almost kill to get their hands on these videos.

But this set of videos is just for you. All you have to do is answer two questions. If you are very young you may have to get your Dad or older brother to help you.

1 What was the Number given to the Prisoner?

_____

2 Patrick McGoohan starred in a very popular television series before the Prisoner. Was it:

A Danger Man. ☐
B The Saint. ☐
C Department S. ☐

Name .....

Address .....

.....

.....

Send your answers together with the printed coupon to The Prisoner Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is February 16th and the editor's decision – or that of No 2 (an in-joke for Prisoner fans) – is final.

NEW LOW PRICE ST!

ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

** BASIC Language Disk * BASIC Manual * ST Owners Manual * TOS/GEM on ROM*

If you buy your ST from Silica Shop, you will also receive:

** NEOchrome Sampler - colour graphics program * 1st Word - Word Processor*

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard 'Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £½ million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA.**

AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA.**

FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA.**

FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No1 Atari Specialist.

SIDCUP (& Mail Order) **01-309 1111**
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

LONDON **01-580 4839**
Lion House (1st floor), 227 Tottenham Court Rd, London, W1P OHX

LONDON ..... **01-629 1234 ext 3914**
Selfridges (1st floor), Oxford Street, London, W1A 1AB

£260 +VAT=£299

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)

520ST-FM with 512K RAM & mono monitor £399 (inc VAT) **Upgrade from 512K RAM to 1024K RAM £100** (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).

1040ST-F Keyboard Without Monitor ..... £499 (inc VAT)
1040ST-F Keyboard + High Res SM125 Mono Monitor ..... £599 (inc VAT)

If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

MEGA ST 2Mb Keyboard + CPU ..... £899 (inc VAT)
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor ..... £999 (inc VAT)
MEGA ST 4Mb Keyboard + CPU ..... £1199 (inc VAT)
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor ..... £1299 (inc VAT)

If you would like further details of the MEGA ST's, return the coupon below.

ATARI ST

To: Silica Shop Ltd, CVG 0228. **1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX**

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: ..... **Initials:** ..... **Surname:** .....

Address: .....

.....

.....

..... **Postcode:** .....

Do you already own a computer
If so, which one do you own? .....

ALBATROSS

by Rico Gusman & Kirk Duncan

The exciting new science-fantasy book
about Allie – A young girl
who befriends a bird
and enters
an amazing adventure
in another world.

Share her experience,

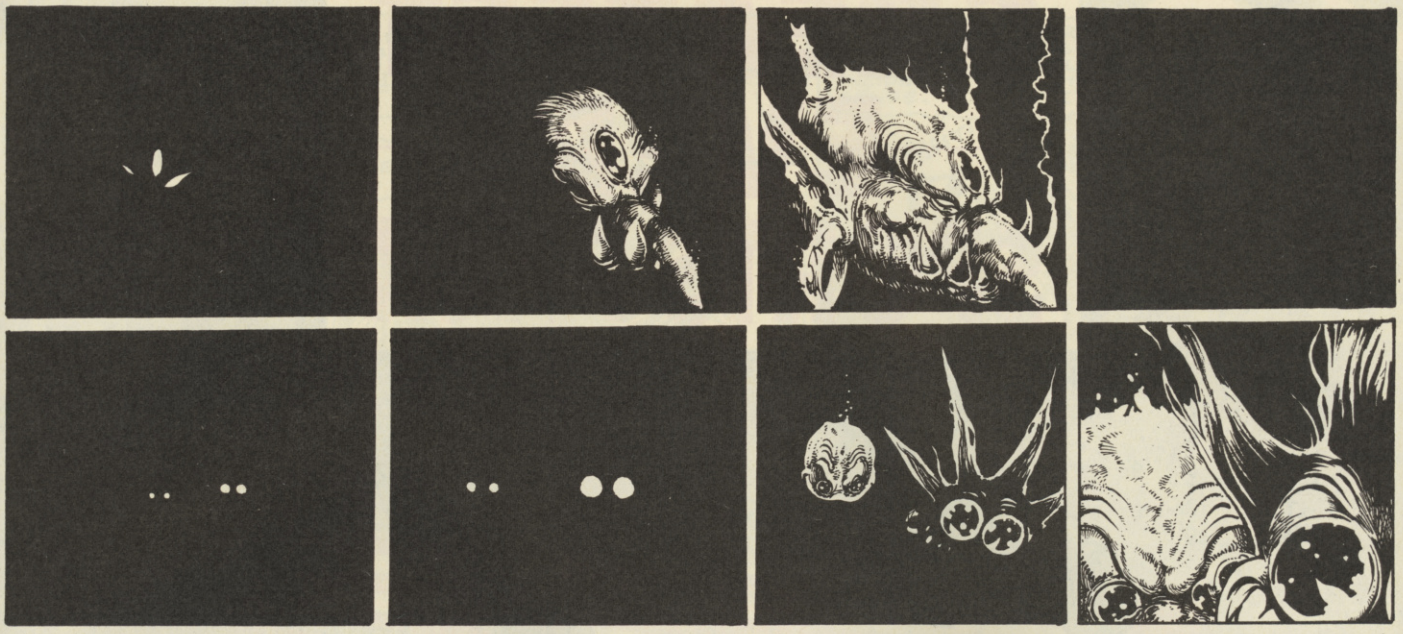
£3.95 inc. p&p.
U.K. & E.E.C.
£4.95 the rest
of the planet

TOUCH THE DREAM!

12 Full colour pages

Order exclusively from: **The IKTHOS PUBLISHING COMPANY**
enclosing cheque or postal order
3 Enterprise Way, Salter Street,
London NW10 6UG Tel: 01-960 4385

KEEP IN TOUCH...THE GAME SOON...POSTERS...MID-YEAR CALENDAR.....END OF TRANSMISSION..



SKULL + doode

SCRIPT
SIMON HARRISON
TIM CROWFOOT
ART
SIMON HARRISON
LETTERS
ANNIE HALFACREE

"But beware! To summon forth you screaming apparition from the voids will envoke certain death upon the ill-prepared. Instructions and majiks must be followed to the letter. Study thy pictorial diagrams with care. Memorize thoroughly. When these and appropriate incantations can be performed without deviation of inflection the student may proceed..."

FINCHLEY.
10:30 P.M.

"...To Chapter XI"

RIVETING STUFF, ISN'T IT, GEOFFREY? SO AUTHENTIC, YAH? WHERE DID YOU FIND THE BOOK? IT LOOKS VERY OLD. HOW MUCH WAS...

SSHHH! DON'T INTERRUPT, FIONA. NOW IT GETS REALLY INTERESTING. LISTEN TO THIS BIT...

10 HIT GAMES

The GREATEST EVER SPORTS PACK

OVER 20 EXCITING EVENTS

GAME SET AND MATCH

AVAILABLE FOR
AMSTRAD
COMMODORE
SPECTRUM
SPECTRUM + 3

CASSETTE
£12.95

DISK
£17.95

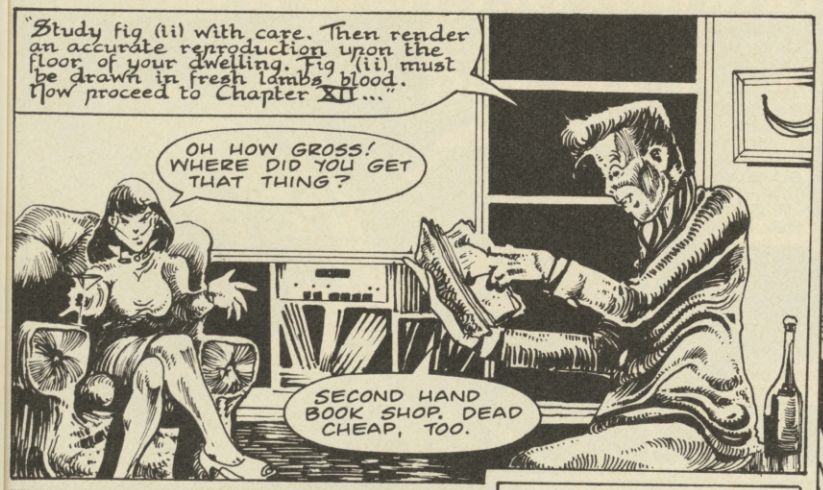
FROM YOUR LOCAL
SOFTWARE DEALER NOW!

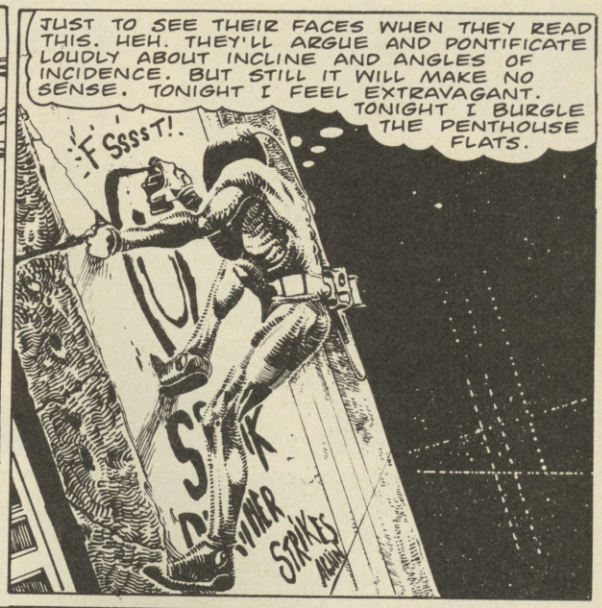
ocean

FEATURING

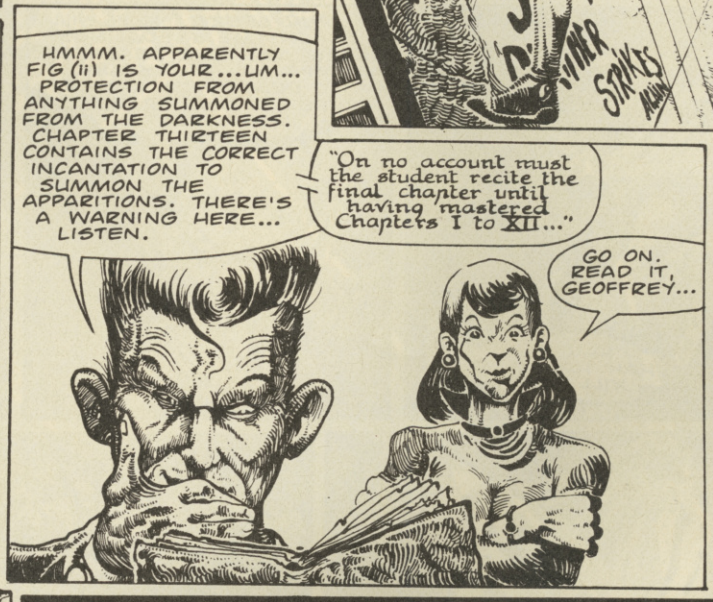
BASKETBALL · SOCCER · VAULT · SWIMMING · SHOOTING · ARCHERY · TRIPLE JUMP · WEIGHT LIFTING · PING-PONG · PISTOL SHOOTING · CYCLING · SPRING BOARD DIVING · GIANT SLALOM · ROWING · PENALTIES · SKI JUMP · TUG OF WAR · TENNIS · BASEBALL · BOXING · SQUASH · SNOOKER/POOL

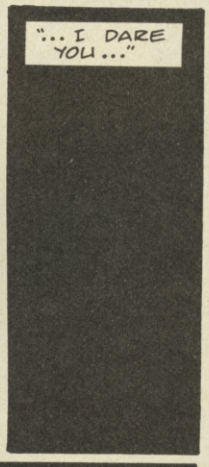
Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G

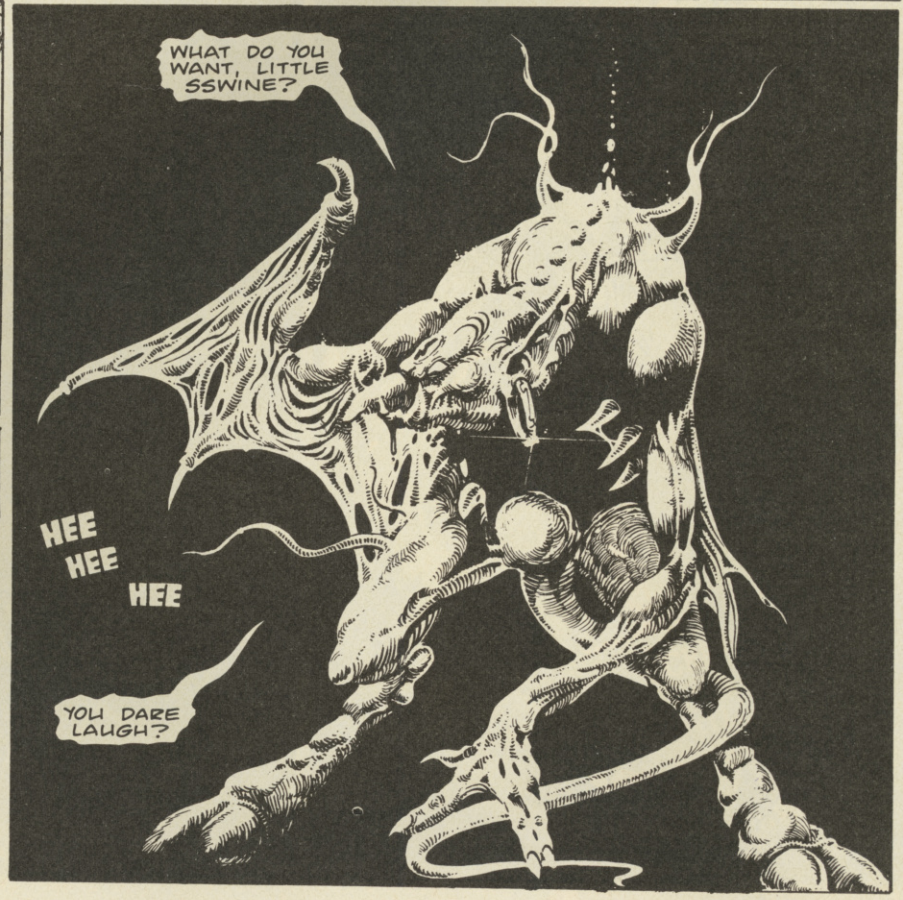

"Study fig (ii) with care. Then render an accurate reproduction upon the floor of your dwelling. Fig (iii) must be drawn in fresh lambs blood. Now proceed to Chapter XII..."
OH HOW GROSS! WHERE DID YOU GET THAT THING?
SECOND HAND BOOK SHOP. DEAD CHEAP, TOO.


JUST TO SEE THEIR FACES WHEN THEY READ THIS. HEH. THEY'LL ARGUE AND PONTIFICATE LOUDLY ABOUT INCLINE AND ANGLES OF INCIDENCE. BUT STILL IT WILL MAKE NO SENSE. TONIGHT I FEEL EXTRAVAGANT. TONIGHT I BURGLE THE PENTHOUSE FLATS.
FSSST!
STRIKES AGAIN

EACH CRACK IS A CHASM. EACH POCK MARK A CAVE. THIS VERTICAL CONCRETE IS MY ELEMENT. I CANNOT FALL.
GOING UP
SCHRANK
PANTHER
STRIKES
AGAIN


HMMM. APPARENTLY FIG (ii) IS YOUR...UM... PROTECTION FROM ANYTHING SUMMONED FROM THE DARKNESS. CHAPTER THIRTEEN CONTAINS THE CORRECT INCANTATION TO SUMMON THE APPARITIONS. THERE'S A WARNING HERE... LISTEN.
"On no account must the student recite the final chapter until having mastered Chapters I to XII..."
GO ON. READ IT, GEOFFREY...


"... I DARE YOU..."

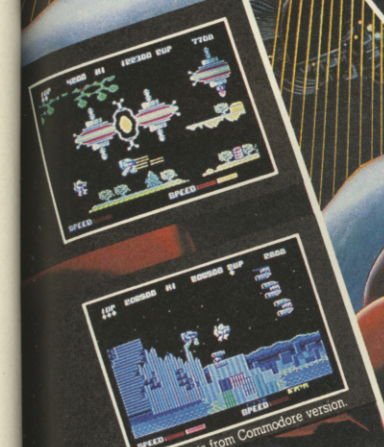

WHAT DO YOU WANT, LITTLE SSWINE?
HEE HEE HEE
YOU DARE LAUGH?

SHOW SOME RESPECT, FLEDGLINGS! LOOK UPON A MIGHTY BEING AND QUIVER! FOR TEN THOUSAND YEARS I'VE LIVED, IN A TERRIFYING PLACE FAR BEYOND THE REACH OF YOUR MUDDIEST DREAMS WHERE THE DARKNESS IS SO SLOE BLACK AND THICK LIKE TREACLE! AND IT STINKS! WHICH SUITS ME FINE... NOW P...
YOU TALK TOO MUCH, UGLY FACE.
SILENCE!! I'M A MEMBER OF THE BLACK COUNCIL! I'LL HAVE YOU FLOGGED, LITTLE RRATSSPIT SSCUM!
WE'VE COME TO PUT YOUR LIGHTS OUT.
HAH HAH HAH HAHG! YOU? KILL ME?
OH, PUH-LEEZE! HOW WILL YOU FIGHT ME, FLEDGLINGS? WHERE ARE YOUR DEFENCES? PERHAPS YOU WILL SPANK ME TO DEATH WITH YONDER CRUDE LOOKING BLUNT INSTRUMENT...
NOT EXACTLEE...
AK!
KOOK!
AHA!
YOWWWWL!!
GRAB 'IM!
DONK!
DONK!
GAH! BE QUICK! BE QUICK!
BE SILENT, COUNCILLOR! BE SILENT!
MMFF!
FUD! FUD!

IN A VAST, EXPANDING UNIVERSE THE CHALLENGE IS SURVIVAL

CAPCOM SIDE ARMS™

The ultimate experience for trigger happy arcade astronauts...



Screenshots from Commodore version.

The threat: the tyrannical Bozon, who aims to exterminate the earth and it's people. The mission: Lieutenant Henry and Sergeant Sanders must save the Blue Globe. Battle your way through the waves of alien attackers forcing a path into their gigantic underground empire where the attack intensifies from all quarters – the underground sea as well as hidden enemy positions in the cavern wall. Finally, face Bozon's ultimate weapon, "The Mobil Armour Sentipet" in a desperate fight to the death. Classic "shoot 'em up" action combined with brilliant graphics and an outstanding test of reflexes.

Capcom USA Incorporated c 1987. All rights reserved. Manufactured and distributed under licence from Capcom USA by Go! Media Holdings Ltd., Units 2/3 Holford Way, Holford, BIRMINGHAM B6 7AX.

GO!

TOMORROW'S SOFTWARE TODAY

GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. TEL: 021 356 3388

CBM 64/128
£9.99 TAPE
£11.99 DISK

AMSTRAD
£9.99 TAPE
£14.99 DISK

SPECTRUM
£8.99 TAPE

DEAD AT LAST, COUNCILLOR, AND NONE TOO SOON, YOU LUDDITE! AND NOW WE TAKE THE JEWEL AND FLY!
WHAT'S HAPPENING?
Grivarii, Solomanus, Ikk-Hüt...
Yastilinn...
stib.
APHHAARRR
HELP!
YEEEK!
FOOM
OHO. A DISTURBANCE IN THE PENTHOUSE.
D O O M
!!
GRINNING FIENDS? MYSTERIOUS EXPLOSIONS?
I MUST INVESTIGATE. I MUST GO DOWN.

GA-ROACH!
KA30
SMART!
CHINK!
GASP!!
OMYGOD! THEY GOT THE GOLF!
LITTE
LIT
FUD!
END OF PART ONE.

THE ULTIMATE AERIAL EXPERIENCE!

NOW AVAILABLE FOR YOUR COMPUTER

All the thrills and skills of real skateboarding in this unique challenge to become champion of the skating world. Starting out from 'Skate City' test your abilities amongst the numerous skateparks, improving your techniques both in freestyle and competitive action as you attempt to complete the ultimate manoeuvre – the 720 degree twist while soaring through the air.

720°

"720° is the epitome of a classic. It's got every element of a great game. U.S. Gold's finest hour." Sinclair User November 1987

"It's so playable and addictive. One of the most imaginative games to emerge this year." Crash December 1987

"Fans of the arcade original and novices alike should have this playable and addictive game." Games Machine December 1987

"720° on the Commodore 64, in a word incredible." Zzap 64 January 1988

U.S. GOLD

ATARI GAMES

CBM64/128
£11-99 Disk
£9-99 Tape

Spectrum
£8-99 Tape

Amstrad
£14-99 Disk
£9-99 Tape

Screen shots from Arcade version.

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, BIRMINGHAM B6 7AX. Tel: 021 356 3388

720° Trademark & copyright 1986 Atari Games Corporation. All rights reserved. Licenced to U.S. Gold Ltd., Units 2/3 Holford Way, Holford, BIRMINGHAM B6 7AX.

ADVENTURE

The Fiend.....

And it came to pass that the Fiend descended from the Folly to move among us ordinary mortals and go in search of adventure. Or rather adventure games. Was he pleased with the state of play? Read on to find out in the latest missive from Folly.

The doings of feeble mortals are usually beneath the notice and contempt of The Fiend, my megabrain being involved in thinking thoughts way beyond their comprehension or wit.

Only occasionally do the squawkings of you adventurers reach sufficient volume to disturb my meditations in the deep caves beneath the Folly. THIS is one such occasion.

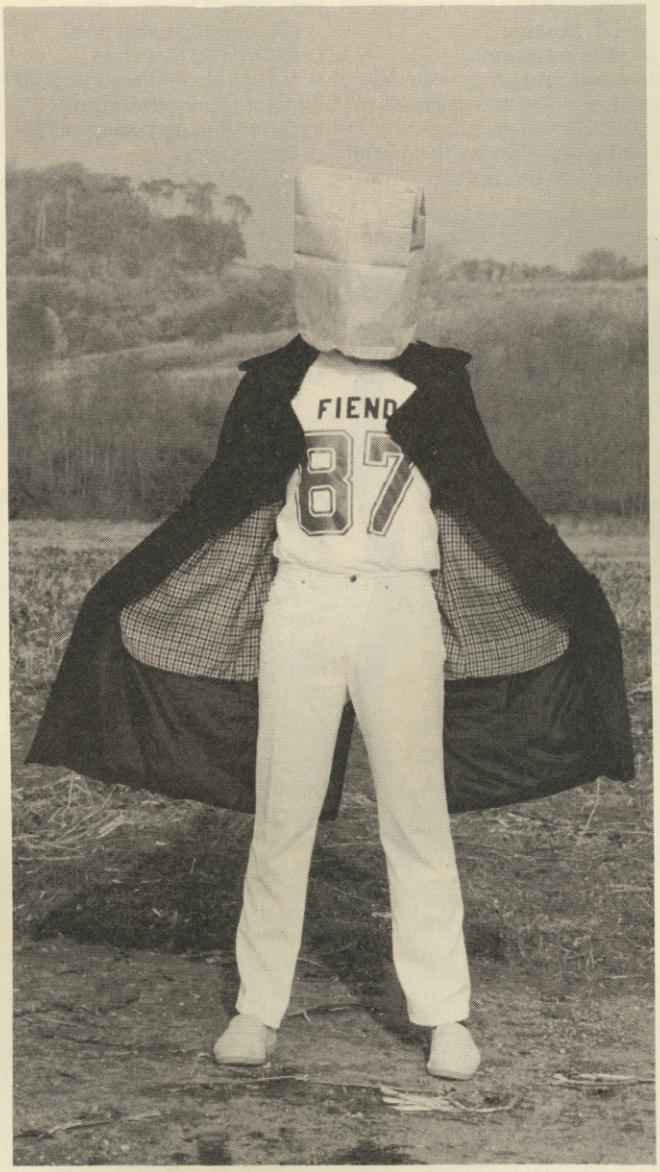
It seems there is incredible controversy raging over the relative merits of Infocom games versus Magnetic Scrolls. So The Fiend has roused himself to investigate, and to settle the argument once and for all. For when The Fiend has spoken, so it is, and all discussion ceases.

So I loaded up the ST (yes, of course I have got one!) and polished off *Stationfall* and *The Pawn*. And then a hush fell over the countryside, to await my verdict. The tension was tangible. Which way would The Fiend lean, and who would bear the brunt of his terrible wrath? Which is the better game?

Answering that question is akin to deciding whether an apple is better than a banana. It depends upon your individual taste, and what you feel like at the time, for both are equally worthy fruits – I personally prefer bananas.

Stationfall proves once and for all The Fiend's previous statements that graphics are not needed to make a good adventure. Playing this game was like living a book, or perhaps living in a radio play. And even the unfeeling Fiend, who has spread fear and misery among so many, was near to tears at the end, as I was forced to terminate that friendship.

The Pawn shows just what can be done with graphics, which are stunning. But strip these away, and is the game a good adventure or just a vehicle for pretty pictures?



Well, it just about works, but with a little extra thought it could have been magnificent. I was about to take my hat off to it when I finally discovered the flying platform – now I could rescue the princess through the window, and complete ALL the tasks. Could I heck as like?! Hat was firmly plonked back on craggy dome.

I should have been suspicious when reading the box, for any game that claims to be complex and subtle should be looked at askance, for these are merely synonyms for complicated and obtuse! I cite the boulder and dragon problems to illustrate my case.

Well, that's settled that, once and for all. And so to the parsers. Which is better? Neither! For both are more than adequate for the job they have to do, and the fact that with one you can put an object in a pouch on a stump is totally irrelevant, a waste of time, and useless.

Would you buy a formula one racing car to go to the shops? Do you actually use multiple inputs?

Or, like me, is the bulk of your typing still verb/noun? The parser question should be of interest only to those who are turned on by the workings of machine code routines. For games players, this is a fruitless exercise.

I would point a large, hairy and accusing finger at BOTH parsers for being needlessly pedantic. If I have to type in 'examine' in full once more, I shall scream!

Don't you parser people realise that the word is used more than any other in any adventure?

Are you all completely stupid or something?

Surely it is not beyond your wit to use 'x' to speed up play considerably?

It may prove of some interest, and come as no surprise, that The Fiend actually succeeded in removing the chastity belt from the princess. What else would you expect of your favourite groper and public nuisance? How I did it I will not tell. But you would not expect me to, would you?

I will sign off, feeble mortals, with a big hello in the general direction of that verbalist David Picking of Upminster. If he would care to set foot on Folly Hill on the night of the next full moon, the Fiend will show him several tricks of taxidermy that will make his eyes water!

ADVENTURE helpline

A question often asked, is "How can I get hold of the hint book for **Scott Adams** games?"

They may be old, but they're still doing fine, and being appreciated.

The hint books cover all 17 games, and are available from Adventure Soft UK, PO Box 786, Sutton Coldfield, West Midlands, for £2.99. With the book comes a voucher worth £2 of further purchases of the games from Adventure Soft.

Overseas readers, particularly outside Europe, should note the hint books are no longer available from Adventure International in the USA, as stated on the packaging, as **R. Cribbes** of Como West in New South Wales discovered.

The only way to get the book now, it appears, is by ordering from Adventure Soft in the UK. If doing so, please include sufficient additional remittance to cover the cost of return postage.

Now on to more adventurous problems! We'll kick off with **Paul Hardy** of Sheffield, who is stuck in **Redhawk**. "How is the criminal Techno to be captured?" he asks. "What use are the gloves, magnet, and tube?" And Paul, always out of money, wonders how he could get more...

Are role-playing games really adventures? Some adventurers hate 'em, others love 'em. So if you're a role-player, can you help **Mike Rowe**, who is stuck in **Shard of Spring**. He has reached Ralith, and knows the gate spell, but how should he input it?

Allan Phillips hails from Camden, and as well as sending a goodly portion of help for other adventurers, included a generous list of his own problems!

Solved **Stolen Lamp,** a game from Lothlorien? Perhaps you'd be good enough to help **Allan,** through the Helpline, how to get rid of the thief.

Mindbender next, and Allan is having trouble with explosives – he can't get far enough away form them.

Play it Again Sam, has a constantly engaged telephone, while Inspector Flukeit is failing to reveal what is written on the tapestry, as well as the whereabouts of the secret door that appears after pulling the lever.

The Fiend has been imposing his views on the Adventure world for some months now, and has certainly got most of you talking!

"You should offer a reward for anyone recognising The Fiend's knobby knees – they really are quite distinctive!" suggests **Geoff Hale**, of Peacehaven. Or perhaps he just leaves you cold, like he does **Lee Hodgson**, of The Essential Myth... "Why do you waste a page on the incredibly tedious The Fiend". Surely the space would be better used giving small adventure writers a help by publishing reviews of their products," says Lee, a small adventure writer. Well, do you love The Fiend, or do you hate him?

MULTI-USER GAMES-CATCH

Here are some Multi User Games that unlike **MUD** or **Shades**, are free to play, apart from the phone call. Thanks to **Christopher Wood** of Hackney, for details. All are available at 1200/75 and 300/300 baud.

- **Mirrorworld:** Phone 0883 844044 or 844164. Wait for about one minute after dialing for connection.
- **Wanderland:** Phone 01-681 8081 (weekends and after 6pm). 01-680 5330 (24 hours). Press RETURN/ENTER a few times after connection.
- **The Zone:** Phone 01-683 4507. Adult MUG, being re-written at time of writing.
- ☐ **Mountain:** Phone 0276-35546 or 321173 after 8pm. Soon to be charged for playing.

news

Smart Egg Software, who produced **Mastertronics'** highly successful **Rigel's Revenge**, are currently working on two more adventures.

Egg Cup will be published by Mastertronic, while **Federation,** a substantially revamped form of the old 8th Day title **Quann Tulla**, will be published by **CRL**.

Mike Woodroffe's **Adventure Soft** plan to produce a series of adventures based on James Dean films, during 1988. They will be the first to be produced on AS's new adventure system, currently under development for 16-bit machines.

Meanwhile, early this year should see the arrival of superhero **Captain America**.

And a final word for those thwarted by **Temple Of Terror's** 'uncompletable' bug. It will be re-released on the new 16-bit system later in the year, and at that time, a replacement working copy of the game will be offered free in exchange.

Scott Adams, the great adventure pioneer, whose works are still entertaining and baffling adventurers, has no plans at present for a return to adventure writing. He is reportedly working for a Florida software house called **Starsoft**, programming arcade conversions.

C+VG hopes to bring you more detailed news about Scott in the near future.

ADVENTURE clues

Help this month came from: **Gavin May**, Ipswich; **Mike Rowe**, Bristol; **Jonathan Ormond**, Ludlow; **Jakob Sloth**, Ringkobing, Denmark; **Gregory Quinn**, Portadown; and **Allan Phillips**, Camden.

RIGEL'S REVENGE:
To open utility cupboard, visit the empty encampment and then go S and E while being pursued by jetcopter. Press the switch. You can't charge the stun gun until Part 2 – but always carry it with you in Part 1! Don't get caught – once netted you're finished.

MORDON'S QUEST:
If it's invisible – spray it!

VERY BIG CAVE:
Examine some bubbles to stop a thief. To leave the garden, hang around and skin a rabbit!

EXODUS ULTIMA 3:
The Mask of the Snake is on level 8 of the dungeon, on the lowest of the three islands, east of Sosaria. To reach the island, enter the moongate when the twin moons read 0.1

HEROES OF KARN:
The crowbar is south of the coffin with the vampire in.

MATT LUCAS:
Eat chocolate to avoid starvation in the grave. Kick a machine to get it.

DODGY GEEZERS:
You need tricks, soap, and a video, for help in part 2. You definitely need the pickaxe!

TEMPLE OF TERROR:
Kill the centipede with the crossbow. Get the crossbow by releasing the trap near the death dog. Rolling the cannonball into the tunnel should do the trick. Throw the scorpion at the torture chamber door.

RICK HANSON:
Tie the hook to the rope, and throw it up the cliff, for a good climb. Divert the mouse with food if he is following.

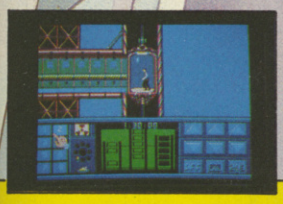
KINGDOM OF HAMIL:
Throw a dusty jackdaw in the pit. Carry a talisman in the enchanted maize. Translate the coded message (it changes from game to game) for the password.

It's here-The return of Elvin Atombender!

IMPOSSIBLE MISSION II™

Unsurpassed Espionage Action...

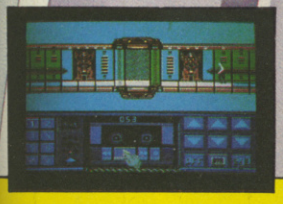
After two year's wait at last it's arrived—the sequel to beat all sequels! Impossible Mission II retains all the fun and strategy of the original as once again you embark on the challenge to find a safe route to Elvin and the final showdown where he will meet his end! Search each room, find code numbers, objects and keys to help you with your mission. You must avoid or destroy the guards and robots that patrol the five towers or risk being destroyed yourself.
Successfully dispose of Elvin and your quest is half over! Now your Mission becomes truly Impossible as you strive to escape the towers, avoiding guards, robots, mines, trap doors and elevators without detection!



...From the lift you enter the first room...

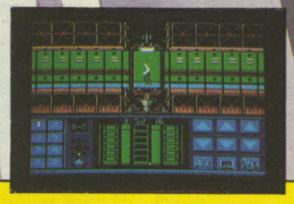
...But where to next?...

...Who or what is lurking behind these cars?...

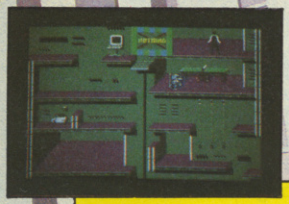


...Can you access the next tower?...

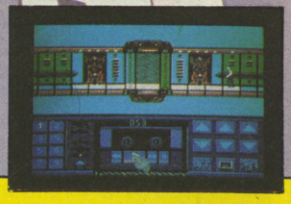
...Could the final P.I.N. number be here?...



...Running into more trouble?...



...Why is the robot guarding that table?...



...A message on the tape recorder?...

...Quick! Escape from Elvin!!...

Commodore 64/128	£14.99 disk	£9.99 cassette
Amstrad	£14.99 disk	£9.99 cassette
Spectrum 48/128K		£8.99 cassette
Atari ST	£19.99 disk	COMING SOON!
IBM PC & Compatibles	£24.99 disk	COMING SOON!

Impossible Mission is a Registered Trade Mark of EPYX Inc. EPYX is a Registered Trade Mark No. 1195270.
© 1988 EPYX Inc. All rights reserved. Manufactured and distributed under licence from Epyx Inc. by U.S. Gold Limited, 2/3 Holford Way, Holford, Birmingham B6 7AX.

EPYX®

exclusive review

JINXTER

Another epic from *Magnetic Scrolls* just about to hit the streets, and the C+VG team hasn't got to play it yet? Shock! Horror! We sent *Keith Campbell* round to Scrolls HQ to rectify the situation and demand a copy. . .

- MACHINE: ATARI ST/AMIGA/ AMSTRAD PCW AND 6128: IBM PC/COMMODORE 64; APPLE
- SUPPLIER: RAINBIRD/MAGNETIC SCROLLS
- PRICE: ST/AMIGA (£24.95)
- REVIEWER: KEITH

Magnetic Scrolls' office, near London Bridge station, was buzzing with activity as I walked in. The Amiga version of *Jinxter* had just been sent for mastering, and the race was now on to complete the other versions. All manner of micro lined both sides of the room, and each was manned by a frantic adventure-person.

Anita Sinclair led me over to an Amiga, and took me through a selection of the pictures.

"You probably won't reach some of these before you write the review," she predicted. As she paged through them I wondered: Why is it that each new Scrolls' picture is such a treat to view? After all, we see so many different pictures on TV every week, what is the extra attraction of a 'still' produced by a computer?

Of course, it is the creation of an artist, not a computer nor a TV camera we are talking about. It is the mental images in the story, so beautifully brought to life, that makes the pictures so exciting.

In contrast with *Guild Of Thieves*, where Geoff Quilley drew the original 16-bit format, *Jinxter* has had three artists working on it, each doing his own conversions. This adds a lot more interest, for although the same high standard has been achieved, there is a variety in style evident throughout the game.

But at Scrolls, *Jinxter* has all but passed through, and the next production is beginning to take over. It has a working title of *Assassin*, although this is definitely not what it will be called. One of the many busy people in the room was its author Rod (The Pawn) Steggles, who was currently testing out the text.

Assassin, for want of a better name, will be a departure from Scrolls' usual adventure formula. It is based in the world of high finance, and involves matrimonial intrigue and insider dealing. You are the fall guy, and as you come to learn more about what has been going on behind your back, someone arranges for you to be assassinated. . .

"You won't need to know anything technical about stocks and shares," claimed Rod, who had just got back from a research visit to the Commodity Exchange.

There will be many more characters to interact with in *'Assassin'*, but the adventure might not have quite the same appeal to the younger elements of Magnetic Scrolls' following. "We're hoping to attrack a more serious audience, and reach a more adult market," explained Anita, adding that there was no reason why younger people should not enjoy the game, which should be ready around March.

With the pace accelerating at Scrolls, space is getting tight, and so a move to larger offices upstairs is planned for January, Anita told me. At that moment, a cheer went up. Simultaneously a working Atari ST *Jinxter* had been prepared for me, a task which on my arrival had been forecast to take between 30 minutes and seven hours (it took 40 minutes), and just around the corner, C-64 *Jinxter* had unexpectedly started to run successfully.

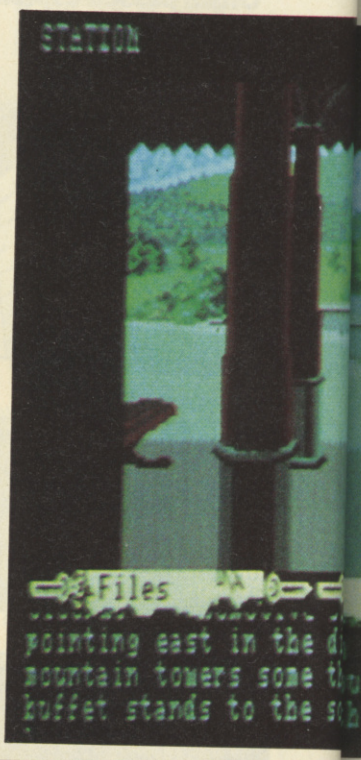
Clutching the coveted disk, I decided this was a good time to make a getaway. "Not so fast!" exlaimed Anita, thrusting sheaves of photocopied material into my hands. "You won't get anywhere without these, there're clues and copy protection built in!"

Stuffing the paperwork into my briefcase, I hurried out into the cold evening, eager to get

To speak to him, you would hardly take him for an immortal demi-god. It was only the way he swooped down out of the sky and landed on the pavement beside me that convinced me he was, in fact, the Guardian in the Department of Turani (Sacred Charm Subdivision) that he claimed to be.

The wossnames from the Green Witches charm doodah had been removed and dispersed, he told me. If they can be found, and the doodah re-assembled, before the Green Witches' do it, their power will be broken. But this was a job for a mortal, not a god, and I was he. Narmean?

Complaining bitterly about the processed cheese in the



TER

happy summers that you and Xam spent the evening watching the flies disporting themselves with merry cries and fluttering wings. But this is winter, and every autumn, they go to Dead Fly Wood to snuff it. In fact, the ground there is knee deep in them!

Full of delightfully humorous text, *Jinxter* also has plenty of puzzles that, even when you think (correctly) that you know the solution, require four or five attempts – because they don't work

sandwich he had been munching the whole while, he handed me a document, made me read it ("Hurry up, I wanna get back to the wife and kids!") and – whoosh! – he was gone! Thus started my search for the seven charms.

Set in the country, the action proper starts in your bungalow, and soon moves across the fields (beware of the bull!) to your friend Xam's chocolate-box thatched cottage. Xam has mysteriously disappeared after phoning you with a panic warning... With Xam gone, it is with nostalgia that you walk across his garden, and notice the fly bath – a lot smaller than a bird-bath, but performing the same function. Many were the exactly as you reckoned. So save your position frequently!

Like Old Lebling the postman, who comes along puffing and panting, but you miss his delivery, and merely find a Post Office note telling you how to reclaim the parcel. Sounds easy 'cos you think you've sussed it out, eh? But when Lebling (I've heard of him before, somewhere, surely?) returns with it, no way is he going to hand it over to anyone other than the rightful resident of the property...

Xam has a mad gardener with two rather unusual hobbies – cheese making and fish shooting. So perhaps it comes as no surprise, when you decide to take a trip across the lagoon, that Xam's canoe has been holed by an over-enthusiastic shot. But get across you must, for there is lots to be done in the village across the water.

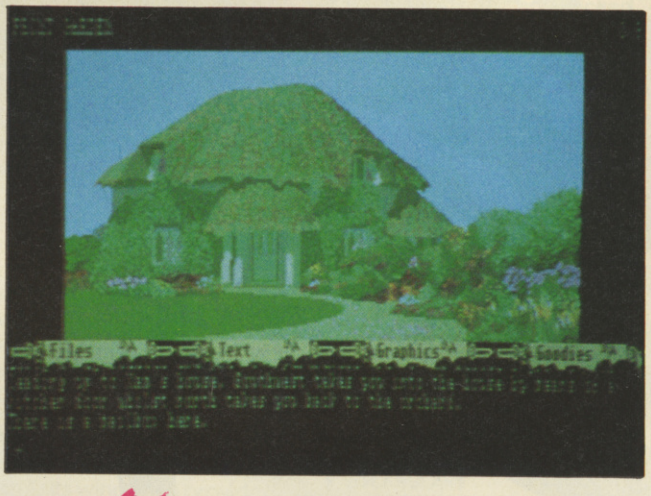
The village, with its pub, its Post Office, its bakery, and its clockmaker, is where careful reading of The Independent Guardian will pay dividends. This August publication, mainly concerned with herring-bone overcoats and cheese sandwiches, also contains type-in coded clues, and clues. But beware! The coded clues are just what clues should be – they don't actually tell you the answer!

The IG will also help you make use of the charms which by now you will have acquired (won't you?). For they are magic, and as such, can be used to cast spells. The mechanism for doing this is hilarious, but their usefulness is quite serious, and must be learned to be effective. They also have the means by which some extremely ingenious puzzles have been constructed. For example, it's not much use thingy-ing when it's sunny, nor doing a bit of watchercallit on something you don't want.

Most of the problems are challenging, of not over-difficult in hindsight, yet give great satisfaction and much mirth in solving. And many, too, have more than one solution. Sometimes the least preferred of these can lead to a reduction of points, meaning that you can complete the game with less than 100% scores.

I proclaimed *Guild Of Thieves* better than *The Pawn*. I now proclaim *Jinxter* more entertaining even than *Guild*. As the Guardian might say: "If you gotta doofah that'll play it, you'd be wossname if you didn't go out and buy watchercallit. Narmean?"

▶ VOCABULARY	8
▶ ATMOSPHERE	10
▶ PERSONAL	10
▶ VALUE	9



WHEN NEW TEXAS SCREAMED FOR AN ARMY – EARTH SENT ONE MAN

BRAVESTARR™

On the far-flung wastelands of the planet New Texas the discovery of Kerium brings a rush of fortune seekers from all corners of the galaxy. Some are good, but most are bad... outlaws and gamblers, terrorising the merchants and robbing the miners. Out went the cry for an army of lawmen, but in reply the Earth Council sent but one –

STRENGTH OF THE BEAR!

SPEED OF THE PUMA!

HE WAS ENOUGH!

EYES OF THE HAWK!

EARS OF THE WOLF!

SCREENSHOTS FROM AMSTRAD VERSION

Marshall Bravestarr – a man of determination, strength, justice and bravery. A man blessed with amazing animal powers that give him unimaginable capabilities and he needs them all in taming a world of rejects and scum. Overcome them he does, all that is but one malicious and greedy individual. That outlaw is Tex Hex, who also possesses magical powers – the powers of darkness and evil, inherited from a time long ago when New Texas was inhabited by the monstrous Broncosaurs. In an era of imitations Bravestarr is an original. A compelling mix of the exciting and unusual bringing into one, the legendary old West and the space frontiers of the future.

CBM 64/128 £11.99 DISK **£9.99** CASSETTE

AMSTRAD £14.99 DISK **£9.99** CASSETTE

SPECTRUM £8.99 CASSETTE

© Copyright 1987 by Filmation Ltd. All rights reserved.

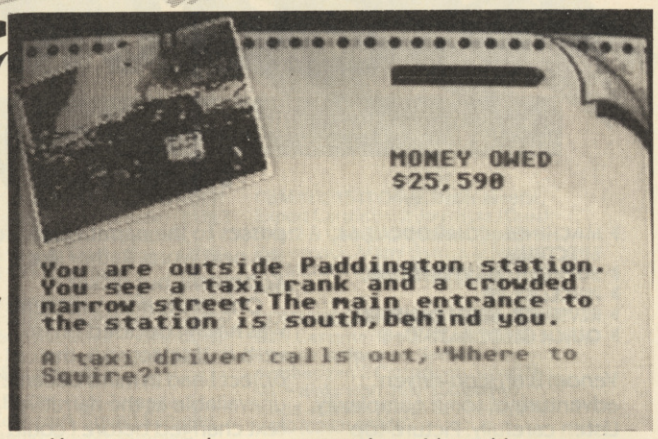
Marshall Bravestarr, Tex Hex, Shamen, Thirty Thirty, Judge JB, Stampede, Fort Kerium, Starr Peak and the Broncosaurs and the distinctive likenesses thereof are trademarks of Filmation Ltd., and are used with permission.

Manufactured and distributed under licence from Filmation Ltd. by Go! Media Holdings Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel.021 356 3388.

GO!

GO! Media Holdings Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX TEL: 021 356 3388

ADVENTURE reviews



NOT A PENNY MORE, NOT A PENNY LESS

- MACHINE: ATARI ST
- SUPPLIER: DOMARK
- PRICE: £14.95
- REVIEWER: KEITH CAMPBELL

Based on Jeffrey Archer's first best-seller, this adventure game can best be described as a computerised novel. Game and book are closely linked, so it is advisable to read the book (included) to benefit fully from playing the game.

The player is guided through the plot, and presented with many difficult puzzles which require some lateral thinking to solve. Once an action is taken, there's no turning back!

You play Stephen Bradley, a professor at Magdalen College, Oxford, who has been swindled out of $250,000 by Harvey Metcalfe, life-long king of shady deals.

Starting off in your college room, you must compile a dossier of information on Harvey. A telephone allows you to contact your stockbrokers, who helpfully inform you that you are not the only victim of Harvey's swindling – there are three other suckers.

So your task is to band together to steal the money back – total of $1,000,000. Not a penny more, not a penny less.

First you must meet these people. There's Robin Oakley, doctor – Jean Pierre Lamanns, art dealer – and James Viscount Brigsley, unmarried actor with a mention in Who's Who.

The game differs from usual adventures in that you don't have to search through locations to find each character. Instead, you simply type EXAMINE followed by a name, and you are taken to him. For example, if you wish to meet Robin Oakley, you first book an appointment at his surgery, type in EXAMINE ROBIN, and you find yourself in his waiting room. There, as in other locations, it is necessary to think carefully about how to extract the maximum information, which involves talking to the right people at the right time.

This sets the scene. Next you mut persuade the victims to band together, and finally you must co-ordinate them as they help each other with the stings.

I played the Atari ST version, the first one available, and there will be differences between this and other versions. The BBC B/ Master will have text only, whilst the others will have text and graphics, with speech added in certain locations.

The vocabulary is a bit limited for the ST but due to the nature of the game, this becomes only a small niggling point as the puzzles start to take over and compensate for this.

This is a tricky game requiring careful thought and planning. If you read the book whilst playing the game, then you will find it a lot more enjoyable. Due to the nature of the plot, the game is aimed at the more experienced adventure/ strategy player, or those people with a lot of mental agility.

GRAPHICS	7
SOUND	8
VALUE	8
PLAYABILITY	8

DEJA VU

- MACHINE: APPLE II, MACINTOSH, IBM PC, C64, ATARI ST, AMIGA
- SUPPLIER: MINDSCAPE
- PRICE: ?
- VERSION TESTED: C64
- REVIEWER: KEITH

Feeling dead rough, and suffering a total loss of memory, you come to in the gents' cubicle at Joe's Bar. You have marks on your arm that may have been caused by injections. . .

Struggling out of the room, you find it is night-time. You are weak and trembling, and must urgently do something about your condition – but what? Joe's Bar is locked up, and there is no easy way out of the building. Exploring, you soon find evidence of drugs which may have been administered to you, and also a body. With a few clues you've picked up on the way, you are soon outside, and working on discovering your identity. Of course, you'll want to solve the murder too, (did YOU do it?) and violent muggers and sewer alligators, are among the hazards you'll have to content with!

Deja Vu is not a new adventure, it has been around for a year or so, originally for the Macintosh. Since then, it has spread its wings, and migrated to other machines, among them, the Commodore 64 – which is the version I played.

Deja Vu takes the optional-icon format of adventures such as *Borrowed Time* and *Tass Times* a lot further. You can forget typing text – the whole game, with very minor exceptions, is played entirely by joystick or mouse. This does mean that it has a very limited 'vocabulary'.

To select the required verb, the mouse-type arrow is moved to the appropriate icon, and the fire button is pressed. An object is selected in the same way, but instead of from a set of word icons, the display in the graphics window, the inventory window, or in a contents window, is used. A contents window shows whatever is inside something when it has been opened, and appears superimposed over part of the main graphics.

Since not all the exits are visible in the graphic (there may be a way out behind you) an Exits window is provided, showing the disposition of all the currently available exits in plan view.

Deja Vu is not exempt from illogical commands – a fault so often found in text adventures. I was playing away quite happily, when I happened to miss the (glass) window I intended to open, and clicked on the corpse lying next to it, by mistake. Imagine my surprise when the corpse actually opened, and something quite useful inside was revealed! I suspected that what I was really doing was opening his pocket – yet when I eventually finished this grisly task, I got the message THE CORPSE IS NOW CLOSED clearly enough!

Overall, this makes a quite novel adventure, although personally I would have felt happier typing in real text commands, and it would have been faster.

VOCABULARY	n/a
ATMOSPHERE	8
PERSONAL	7
VALUE	7

ADVENTURE reviews round-up

VENOM

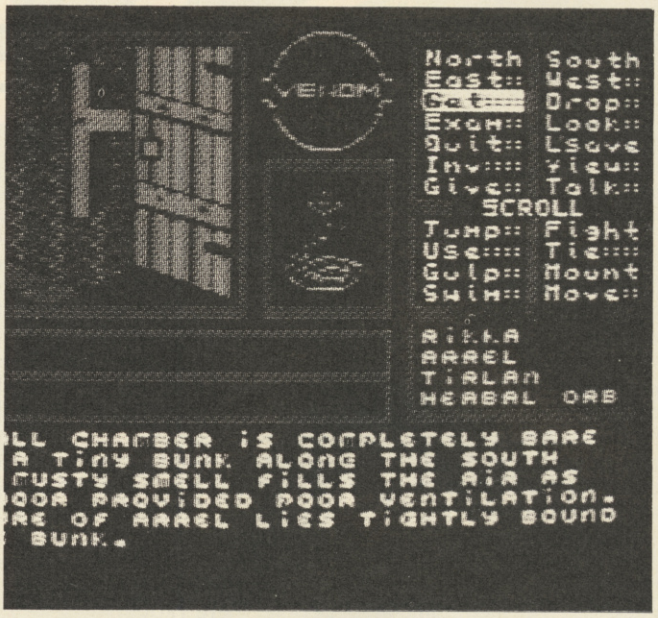
- MACHINES: COMMODORE 64, SPECTRUM
- SUPPLIER: MASTERTRONIC
- PRICE: £1.99
- REVIEWER: KEITH CAMPBELL
- QUICK GUIDE RATING: 5

Venom is an icon-driven adventure of some complexity. Listen carefully. Picture top left, verb list top right, constantly scrolling current reply middle left, characters present middle right, narrative text at bottom. Using joystick or cursor keys (I couldn't fathom the joystick action on the Spectrum + 2, perhaps because I had the wrong type) words are picked off the list (selected by pressing zero rather than enter on the Spectrum, would you believe?) and then control passes to the narrative text for the next word. Rather like *Koboyashi,* but slicker.

One of my main problems was having decided on my verb and selected it, the object I had in mind became unavailable as the narrative text changed before I could get hold of it.

Mundane plot. You, friend of the ruler of Armosin, lost land of the Argonath, have arranged to meet in the Dancing Drayman Inn, to plot to overthrow the Evil One, Traklan, and his Hordes. (I would have preferred to stay put, sink a few pints, and listen to the Pogues on the juke box).

The Dancing Drayman has decor and furniture like a transport caff, other graphics are better. Pretty soon the icons begin to iritate. Give me proper text, not clingfilm-wrapped pre-packaged icon text gimmickry, anyday.



VIDEO WORLD

- MACHINE: AMSTRAD CPC
- SUPPLIER: GONSOFT
- PRICE: £2.50 CASSETTE: MAIL ORDER ONLY FROM: GONSOFT, 18 LAMBERT ROAD, SPROWSTON, NORWICH, NORFOLK NR7 8XP
- REVIEWER: KEITH CAMPBELL
- QUICK GUIDE RATING: 7

Here's a completely original format for an adventure, where you find out what you are carrying by the command PROPS, and move by EXIT. It makes a refreshing change from the usual scenario of overcoming-evil-arch-tyrant-of-Uungawalli-tribe-hellbent-on-using-magical-powers-for-destructive-purposes.

You start in a living room – with the curtains open. Daylight streams in and illuminates the room. In the fireplace, smoke from dying embers drift slowly up the chimney. An open doorway leads to the garden. Standby!! And cue the STAR!

That, of course, is you. You don't so much have to type in words that are in the game's vocabulary, as are in the film script!

"Sorry, Love, that's not in the script!" This is a Glen P. Megaschwartz Jnr Production.

In text only, colour is well used to make an attractive screen layout. As for the problems – now that's another matter! How do you enter a shed guarded by a vicious triffid? And how do you deal with the pirhana-filled pond?

Close up: The STAR thrashes about in the water. *Special Effects:* The water turns red. *Fade out.* Press any channel to continue.

THE LABOUR OF HERCULES

- MACHINE: SPECTRUM 48K
- SUPPLIER: MAIL ORDER ONLY FROM: TERRY TAYLOR, 20 LEE ROAD, BACUP, LANCS OL13 0EA
- PRICE: £1.99
- VERSION TESTED: SPEC.
- REVIEWER: MATTHEW WOODLEY
- QUICK GUIDE RATING: 8

"What have I done?" cried Hercules, unable to believe that he had knowingly killed his own family. Theseus, his friend, tried to reassure him, saying that his hands may have been guilty, but the evil goddess Hera controlled his soul.

"I must pay for my sins," replied Hercules, "even if it means taking my own life."

"Be not hasty," advises Theseus, "Visit the oracle at Delphi – she will advise you."

And advise him – she does, with words of great wisdom. "You must purify yourself. Visit Eurystheus and submit yourself to whatever tasks he demands of you."

And so Hercules entered on an adventure with twelve tasks to solve in a land where graphics are not to be found, but instead the imagination paints vivid pictures. And he thought to himself: "This is a Quilled adventure." But that did not put him off, because he was enjoying the tasks at hand despite the rather limited vocabulary.

And he wandered the 150 or so locations which were bedevilled by ingenious and taxing hazards, such that even the best of adventurers might be troubled and he thought unto himself: "This aint bad for a couple of quid".

A good value adventure that will keep you occupied for a few hours.

MICROSELL

MICROSELLS – It now costs only £5 to advertise in Microsell!

Due to abuse by software pirates we have been forced to withdraw any software from the Microsell section. This section will now run ads for hardware swaps or sales only.

BBC-B WITH DFS, Quest 40T drive, discdoctor, wordwise, joysticks, Acorn datarecorder. £200 software, manuals, leads. Sell £350 ono. Tel: David (0652) 55839 eves.

COMMODORE 64, cassette recorder, disk drive, MPS 803 printer, word processor, joysticks, paddles + more. Worth £1800, bargain at £449 ono. Ring Ian on 01-302 3169.

BARGAIN! Shop soiled Commodore + 4/ 64k. Datacassette 1531, joystick, interface, CBM powerpack, games, manuals. Telephone Mr Breward for details: 0533 677960.

ATARI 1050 disk drive. Good as new with all manuals + more £95 Atari 1029 printer with all manuals, spare ribbons, Atari writer plus. £100. Tel: 0276 25769.

COMMODORE 64, C2N tape deck, joystick, paddles, games, new powerpack, slimline keyboard. Sell for £195. Telephone Royston (0763) 46068.

C128 (BOXED), 1541 with 'disk demon', parallel operating system, datacassettes, sound sampler, lightpen, joysticks, mouse, freeze machine, Expert + ESM. Sell for £550 ono. Tel: Chichester (0243) 774767.

FOR SALE –Amstrad soft 968 firmware guide, suitable for 464/ 664/6128. Vital for machine code work. Explaining all ROM routines in your Amstrad. (£20 new) sell £10. Tel: 0206 30 4956 eves.

C64, 2 recorders, 2 joysticks, £500 worth software. As new boxed £350 ono. Tel: (0530) 412494 ask for Mark.

FOR SALE: CBM 64 + disk drive + colour monitor & printer. 100's of accessories. Excel. condition. Sell for £370. Will separate. Call Carlos (0604) 402697.

FOR SALE: CBM 64 under guarantee, 1531 datacassette, joysticks, magazines, £1000 worth games, bargain!! £200 ono. Tel: (0923) 771107 eves, ask for Toby.

128K SPECTRUM, tape deck, microdrive, cartridges, joystick, Kempston interface, printer, manuals, leads only £120 ono. Tel: Paul, Potters Bar (0707) 53104 eves.

CBM 64, 1541 disk drive, C2N, operating manuals, joysticks, paddles, lazer tag system. Value £1000, sell for £450 or swap for Atari STFM or Amiga. Tel: 01-907 3398.

48K SPECTRUM, microdrive, tape recorder, interfaces I, II & III. Literature, ZX81 & accessories, worth over £900, sell for £350 ono. Tel: 045 383 4514 ask for Simon.

BBC+B complete with disk drive, cassette deck, joystick, extra ROMS, £1000 worth software. Sell for £450 ono. Tel: Chelmsford (0245) 380 898 eves.

COMMODORE 64, CN2 unit, 1541 disk drive, 1801 printer, joystick, leads + more. Plus word processing software. Sell for £500 ono. Call Macki on 01-685 1186 after 7pm.

WANTED CBS Colecovision with large collection of games. Also wanted Atari 2600 with large collection of games. Tel: Bromsgrove (0527) 32230.

COMMODORE 64 + 1541 disk drive, freeze frame, MR3B + more. For sale: £450 ono. Contact Graham on 0530 414500.

FOR SALE CBM64 with music maker, joysticks, books & mags, £200 worth games. Worth £400 sell for £200. Write to Mr Holmes, 22 Wyre Street, Mossley, A-U-L, Lancs, OL5 0EU.

SEGA MASTER SYSTEM for sale: £110, excellent condition, unwanted present. Tel: 01-809 3057 after 6.30pm.

48K SPECTRUM, Kempston interface, Quickshot II, joystick, games, computer manual. Still boxed. £95 ono. Tel: Leeds (0532) 678310, 6 till 9.

C64; 1541 disk drive, NEOS mouse; C2N cassette recorder, £400 worth software, disk box, reset switch, vgc. Worth £850, sell for £300 ono. Tel: 0295 56906.

SPECTRUM, Interface II, Quickshot II Turbo all for £70. Cost when bought: £140. Tel: 0322 51192 4 till 9.

C64, 1541 Disk Drive, MPS 801 printer, C2N cassette, Disc Boxes, Many Cartridges, accessories, Mags, Etc. Worth well over £1,100 want £600 ono. Phone 01-654 1281. After 6 (ALAN).

COMMODORE 64 for sale: C2N cassette unit, competition Pro-Joystick, instruction manual, Mags, Dustcover. Worth £450, a bargain at £195. Contact 06845 3763.

FOR SALE: Spectrum 48K, tape recorder, leads, games and interface. Reason for sale-getting a new computer. Asking price £100. Boxed. Telephone (091) 5369240 ask for Ian. After 4pm.

AMSTRAD CPC 464, Monitor, Modulator, Speech Synthesiser, £200 worth of software. Altogether £300. Tel: (0293) 518104.

COMMODORE 64, 1520 Printer/ Plotter, Modem, Joystick, Paddles, Datacassette, Graphic Adventure Creator, Manuals, Dustcovers, Educational Software. Sell for £325 ono. Tel: 01-646 0746.

C64, Data Cassette, Joystick, Games including a Commdrum. Sell for £115. Through lack of interest. Will Deliver in London. Phone Paul 01-274 5550.

C64, Disk Drive, Joystick, Modem, Expert Cartridge, £300 software, C2N Cassette Recorder worth £800. Sell for £500 ono. Boxed in good condition. Tel: Steven (0492) 74807.

AMSTRAD CPC 464, colour monitor, Joystick, 50 original games, Excel. Condition. Sell for just £380! Tel; 01-864 7029.

ATARI 130XE, XCII, Games. Cost £400 Bargain at £115 ono. Tel: 01-809 3057 EVES.

INTELLIVISION CONSOLE, 8 Cartridges, Voice Box. When new £430. Tel: 0732 865122 with any offers.

AMIGA 500 + 1080. Colour Monitor, Goldrunner + Bureacracey and power supply unit and power surger. Only 3 months old. £820 ovno. Tel: 01-892 2765.

C64, 1541 Disk Drive (STILL UNDER GUARANTEE) Data Recorder (BUILT IN TUNER). Mouse, 3 Joysticks, Games & Mags. Total value – £1000. Tel: 0732 865122 offers.

C64 + Datacassette + 100s of games + Speech Unit + Joysticks + Books/ Mags £150. Disk Drive + Quick Disc + Action Replay + Games £150. Tel: 0602 226881 After 4pm.

FOR SALE: C64, C2N Cassette, 5 Octave Keyboard, Sound Sampler, Sound Studio, Sound Sampler (DISK), Back up Board, Joysticks, Games, ETC. Bargain £300. Tel: Steven After 6pm: 051-449 1304.

AMSTRAD 6128 with colour monitor, printer, digitiser, AMX stop press, Utilities, £240 Games, Disks, Books, worth £1000. Sell £650 ono. Tel: 0483 271598 (Surrey).

FOR SALE: Monochrome Monitor. SM124, Compatible with Atari ST. No. Box. In good condition £70 ono. Ring John 061-223 8552.

COMPLETE COLECOVISION SYSTEM. Over £2000 worth expansion modules, super action controllers, Track Ball, Cartridges, Boxed, Mint Condition, Gift at £500. Details Alan, Brentwood 822793.

ATARI STFM with lots of software for sale £300 ono. Upgraded to Amiga A500. Write to Onn Lee, 125 Arnold Road, Bestwood, Estate, Nottingham, NG5 5HR. Tel: (0602) 606442.

ATARI 800XL, Printer, Disk Drive, Touch Tablet, Data recorder, Joystick, Many Games, Blank Disks, Boxed, Worth £550 will sell for £300. Will split. Tel: (0742) 480296.

COMMODORE 64, 1541 Disk Drive, MPS 803 Printer, Cassette unit, Final Cartridge, Micro Assembler, Easy Script, Word Processor, Games. All for £400 phone (0932) 784056 ask for SEAN.

COMMODORE 64 for sale + Datarecorder + Expert ESM + Books + Mags + Hardware + Games worth £300. Total Value £650. Sell for £300 ono. Tel: James after 5pm. 0227-459326.

FOR SALE: C128 C2N, £300 of Software. Cost £750. Sell lot for £300. Tel: 0592-750263.

SPECTRUM 128 + Cassette Recorder + Pro Comp Joystick and Interface. Over £600 worth of Games. Boxed as new with Magazines all manuals and leads. Worth £800, Sell for just £250 ono. Ring Rowly 0438-356506.

AMSTRAD CPC464 COMPUTER complete with colour monitor, joystick, approx. £100 worth Sofware. As new condition. £220 ono. Tel: Weardale 528928.

SPECTRUM 128+2 all accessories including Kempston Mouse and many 128K 48K games. Still guaranteed £300. Also 48K Spectrum and accessories £130 ono. Tel: 01-789 0601. After 4.30pm.

48K SPECTRUM and cassette Recorder, good condition £40. Tel: (091) 5262825 or write to: M. Rogerson, 24 Charters Crescent, South Hetton, DH6 2TP. Must be able to pay postage.

FOR SALE: Atari 800XL with Disk Drive, Cassette Recorder, 3 Joysticks, Software, Mags. Interested? Tel: CWMBRAN 66420.

CBM128, 1541 Drive, Datacassette, Expert Cartridge, 2 Joysticks (Quick Shot2 & Competition Pro), Spare Powerpack, Many Games & Mags (10 Months old) £450. Tel: (021) 449 2395.

COMMODORE 64C; 1541 Disk Drive, C2N Cassette, Modem, Mouse + Cheese (software), Speech synthesizer, 2 Cartridges, Joystick, 40 + disks with over 150 games. Good as new. Worth £800 sell for £450 (0253) 66885.

CBM 128D Comp. Datacassette unit, including built in disk drive and mouse. Over £650 software + Lots More. £550. Telephone: Please phone Paul Redman on 01-427 4883 after 4pm.

FOR SALE: C64, C2N Computer Compatable Cassette Recorder, £1000 worth of games. Two radio controlled joysticks, The Complete *Input* Programming Guide. V. Good Condition Sell for £400ono. Tel: Grant or Lee. 0322-527962.

AMSTRAD CPC128 Keyboard + TV modulator £780 worth of software, Pro 5000 Joystick and tape lead. Sell for £300 or with Amstrad DMP-2000 printer for £400. Tel: (0442) 217152 after 7.30pm (Darren).

C128, 1570 drive, programmers reference guides, all manuals, 80 column facility plus complete system for use in all 3 modes. Worth £950, sell £450ono. Tel: William Church (0263) 824313.

128K SPECTRUM + 2 for sale complete with Joystick, £150 worth of software. Will sell for only £140. Telephone: Farnborough 522867.

FOR SALE: CBM 64 with speed dos fitted 1541 Disk Drive, 2 Cassette Recorders, Final Cartridge, expert Cartridge, over 300 disks, sell for £450. Tel: 0274 630778 ask for Paul.

C64, C2N Cassette Recorder, Joystick, Dust Cover + Hundreds of games. Complete input programme series, programmers reference guide. Worth over £400 sell for £190. Tel: Simon 021-427 1959.

ATARI STFM (inbuilt diskdrive) + mouse, Joystick, Games, Books, Mags, Spare Disks, Public Domain Disks, Fast Basic Cartridge, Worth £900 Sell for £450ono. Tel: 0252-836778. Ask for Marcus.

C128 + C2N, Quickshot IX joystick, £600 software. Will sell for £180. Telephone Peter Dwyer on 622-7424 anytime.

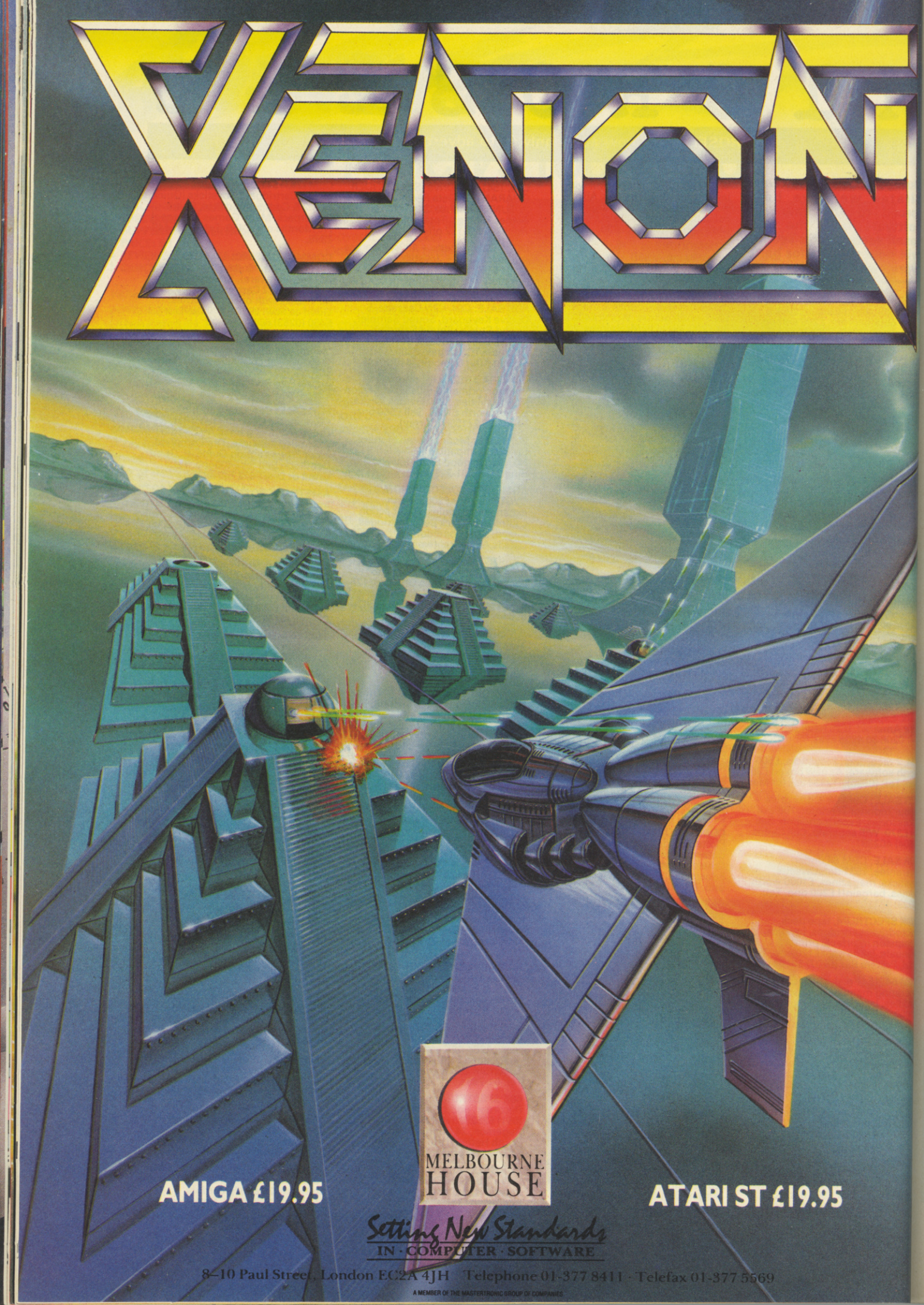
BARGAIN: Spectrum + and over £250 of hit games. All very Good Condition. Will sell for £60 ono. Tel after 4.30pm 0474-872734 ask for Daniel.

CBM-64, 801 Printer, 1541 Diskdrive. 2, C2N Tape Recorders, Easy Script, Games, worth over £700 sell for £450ono. Tel: Southport 0704-76093 after 6pm.

FOR SALE: Hardly used BBC Model B with Tape recorder, Leads, Light Pen and Manuals. Games. Price £200ono. Telephone 01-834 9259 after 5pm.

CBM 64C, C2N Mouse Speech Synthesizer, reset switch over £80 software. The lot for £200ono. Ring 01-690 7888 ask for Tom.

COMMODORE 64, IDP-560 Printer, Final Cartridge, £600 worth software, 2 Tape Recorders, 2 Joysticks, 2 Paddles, Swap for


XENON
AMIGA £19.95
16
MELBOURNE
HOUSE
ATARI ST £19.95
Setting New Standards
IN · COMPUTER · SOFTWARE
8–10 Paul Street, London EC2A 4JH Telephone 01-377 8411 · Telefax 01-377 5569
A MEMBER OF THE MASTERTRONIC GROUP OF COMPANIES

Elite

OPPORTUNITIES

In-House and Free-Lance Technical Staff

Having established the key elements of a well organised and equipped 'in-house' software development team, the company has the following opportunities to offer in Entertainment Software Development.

Senior Programmers – O.T.E. £25K
Having been responsible for at least one technically excellent (though not necessarily commercially successful) entertainment software product you will be experienced in Z80, 6502 and/or 68000 assembler. You will be looking for an opportunity to join an 'in-house' environment committed to the development of original products and conversions of the very highest quality and will expect to call on graphics, music and other support functions of the highest calibre.

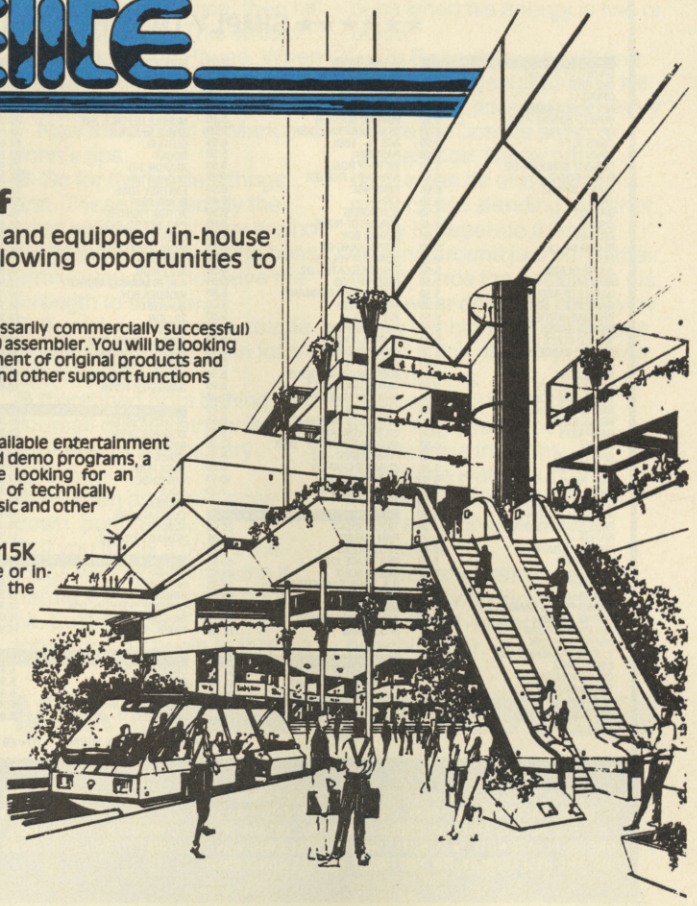
Programmers – O.T.E. £15K
Though not necessarily able to show direct involvement in any commercially available entertainment software products, you will be able to demonstrate through specific routines and demo programs, a high degree of technical ability in Z80, 6502 or 68000 assembler. You will be looking for an opportunity to realise your ambition to be responsible for the development of technically excellent entertainment software products and will expect to call on graphics, music and other support functions of the highest calibre.

Graphic Artists/Musicians/Game Designer – O.T.E. £10–£15K
With or without formal qualifications you will already be working in a free-lance or in-house capacity supporting programmers in your specialist discipline in the development of commercially available/to be published entertainment software products. You will be able to demonstrate a number of different examples of your work and will be looking to put your experience to use whilst developing it further in the production of commercially available products.

All appointees to the above positions will be offered an attractive working environment, substantial basic salary and an opportunity to develop their ambitions with the full support of the company's management and financial strength.
In addition to the above opportunities the company has a regular flow of program conversion contracts available at attractive rates to free-lancers and is particularly keen to support proven programmers and development houses wishing to write and have published by a major brand name original games for all popular machines.

If you would like to arrange an interview to discuss any of the above opportunities please write, giving full details of your relevant experience to:

Steve Wilcox – Director
Elite Systems Ltd, Anchor House, Anchor Road, Aldridge, Walsall WS9 8PW



MEGASAVE FANTASTIC SAVINGS

SPECTRUM

Andy Capp	7.95
Not a Penny More	12.95
Starwars	7.95
Gary Lineker's Soccer	5.95
Alter World Games	5.95
Slaine	6.95
Basic Detective	5.95
Dan Dare II	7.95
Werewolves of London	7.95
Pegasus Bridge	10.95
Sorcerer's Lord	10.95
Rampage	7.95
In Karate +	7.95
Airbourne Ranger	7.95
Stealth Fighter	7.95
Bobsleigh	7.95
Scruples D1	7.95
Starship	7.95
Buggy Boy D1	5.95
Thundercats	5.95
Jackal	5.95
Roy of Rovers	7.95
Trap Door II	6.95
Gunboat	6.95
Sidearms	6.95
720°	6.95
Outrun	6.95
Bravestar	6.95
Captain America	6.95
Wizard Warz	6.95
Lazer Tag	6.95
Platoon	5.95
Combat School	5.95
Rastan	5.95
Psycho Soldier	5.95
Victory Road	5.95
Madballs	5.95
Driller	12.95
Apache Gunship	7.95
Game Set & Match	10.95
Gauntlet II	6.95
Ikari Warriors	5.95
Last Ninja	7.95
Renegade	5.95
Wild Class L'Board	7.95
Indiana Jones	6.95
Mask II	5.95
Super Sprint	7.95
Judge Death	7.95
Gryzor	5.95
Californian Games	7.95
Adv Tactical Fighter	7.95
The Double	8.95
Bubble Bobble	5.95
Trantor	6.95
Guadal Canal	7.95
Enduro Racer II	7.95
Bangkok Knights	5.95
Super Hang-on	7.95
Phantom Club	5.95
Red October	12.95
Time stood Still	5.95
Olympiad 88	5.95
Best Elite Vol 1 & 2	12.95
Rolling Thunder	6.95
Predator	7.95
Iron Horse	5.95
Boot Camp	6.95
Carrier Command	12.95
Time & Magic	12.95
Magnificent 7	7.95
Football Manager 2	7.95
Flying Shark	5.95
Salamander	5.95
Inside Outing	6.95

COMMODORE 64

Dan Dare II	7.95
Not a Penny More D4	12.95
Starwars D1	7.95
Gary Lineker's S. Soccer D1	7.95
Alt World Games D1	7.95
Basic Detective D1	7.95
Enduro Racer II	7.95
Werewolves of London D1	7.95
Pegasus Bridge D5	10.95
Sorcerer's Lord D5	10.95
Rampage D1	7.95
In Karate + D1	7.95
Airbourne Ranger D4	12.95
Stealth Fighter D4	12.95
Bobsleigh D1	7.95
Adv Tactical Fighter D1	6.95
Scruples D1	10.95
Buggy Boy D1	7.95
Thundercats D1	7.95
Jackal D1	6.95
Roy of Rovers D1	7.95
Guantlet II D3	7.95
Sidearms D3	7.95
720° D3	7.95
Outrun D3	7.95
Bravestar D3	7.95
Rolling Thunder	7.95
Lazer Tag D3	7.95
Platoon	6.95
Combat School	6.95
Rastan	6.95
Psycho Soldier	6.95
Victory Road D3	6.95
Driller	12.95
Gryzor	6.95
Game Set & Match D5	10.95
Firezone D5	10.95
Shoot 'Em Up Con Set D4	12.95
Subbattle D1	7.95
Apache Gunship D4	12.95
Defender Crown D1	10.95
World Cls. L'Board D1	7.95
Pirates D4	12.95
Street Basketball D1	7.95
Bangkok Knight D1	7.95
6 Hit Pack Volume II D1	7.95
Indiana Jones D1	7.95
B24 D4	12.95
Guadal Canal D1	7.95
Judge Death	6.95
California Games D1	7.95
Super Sprint D1	7.95
Renegade D3	6.95
War 5th Pacific Dsk only	20.95
Super Hang-on D1	7.95
Phantom Club	6.95
Red October D4	12.95
Best Elite Vol 1 D4 & 2	12.95
Mad Balls D3	6.95
Andy Capp	7.95
Predator D2	7.95
Iron Horse D1	6.95
Boot Camp D1	7.95
Time & Magic D5	12.95
Magnificent 7 D5	7.95
Football Manager 2 D1	7.95
Salamander D1	6.95
Inside Outing D1	7.95
Morpheus D2	6.95
Ultima 5 Dsk only	17.95
Zig Zag	7.95
Border Zone DSK Only	17.95
Rimrunner D2	6.95
Knight Games 2D1	7.95

Postage included UK. Please state which micro. Fast service.
Send cheque/PO to: Megasave, Dept CVG, 49H Sutherland Street, Victoria, London SW1 V4JX

Access

MAIL ORDER ONLY: Send for FREE list Amstrad, C16, MSX, Atari ST Amiga, Commodore, Spectrum. D = Disks Available: D1 at £12.95, D3 at £10.95, D4 at £17.50, D5 at £15.95

Access

400/806 **LOOK** NOW
XL/XE ST

ATARI OWNERS

Are you having difficulty finding suitable software. If so, then look no further. We have available for both **hire** and **purchase** one of the largest selections of both UK and American titles to choose from. Games and Utilities for all ages. Hardware and add-on utilities at discount prices and special deals regularly being offered. If you would like further information please send a large s.a.e. to:—

CHARNWOOD PRODUCTS AND GAMES
30A Warwick Avenue, Quorn, Loughborough
Leicestershire LE12 8HD
Tel: 0509 412604

FOOTBALL MANAGEMENT

3 Classic Football Management Strategy Games. Each of these **Quality** games is packed with **GENUINE FEATURES** to make them the most **REALISTIC available**
PREMIER II – A COMPREHENSIVE LEAGUE GAME – Play all teams home and away, Full squad details all teams, Injuries, Team styles, In-match substitutes, Named & recorded goal scorers, Comprehensive transfer market, 5 Skill levels, Financial problems, Job Offers, Morale, Save game and MORE!
Price – 48/128K Spectrum £6.95
Also available on the 64/128K Commodore – **PREMIER LEAGUE** – Includes many of the features of Premier II – Price £6.50.

WORLD CHAMPIONS – A COMPLETE WORLD CUP SIMULATION – From the first friendlies, qualifying stages, tour matches and onto the FINALS – Select from squad of 25 players, 2 In-Match substitutes allowed, Discipline table, 7 Skill levels and MUCH MUCH MORE! Includes a full text match simulation with Injuries, Bookings, Sending off, Corners, Free kicks, Match timer, Injury time, Extra time, Goal times and MORE!
Price – 48/128K Spectrum £6.95. 64/128K Commodore £7.95.

EUROPEAN II – CAPTURES THE FULL ATMOSPHERE OF EUROPEAN COMPETITION – Home & away legs, Away goals count double (ifdrawn), Full penalty shoot out (with SUDDEN DEATH), 7 Skill levels, 2 subs allowed, Pre match team news, Discipline table, Full team & substitute selection, Disallowed Goals and MUCH MUCH MORE! Plus FULL TEXT MATCH SIMULATION.
Price – 48/128K Spectrum £6.95. 64/128K Commodore £7.95.

*****

FANTASTIC VALUE **Buy any 2 games Deduct £2.00 from total**
Buy all 3 games Deduct £3.00 from total

All games are available for IMMEDIATE DESPATCH by 1st Class Post and include FULL Instructions. (add £1.00 outside UK)

From: **E & J Software Room 5, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE**

MAIL-SOFT

★★★★★★ SIMPLY THE CHEAPEST MAIL ORDER COMPANY ★★★★★★

★ ★ SPECTRUM ★ ★

GAUNTLET 11 – D2	6.40
OUT RUN	6.40
DRUID 11	5.50
ALT WORLD GAMES	5.50
BUBBLE BOBBLE – D2	5.50
SPY V SPY 111	6.99
CONFLICT 1	9.99
MASK 11	5.50
COMBAT SCHOOL – D2	5.50
FLASH POINT	5.50
SUPER SPRINT	6.99
TANK	5.50
GRYZOR	5.50
RYGAR	6.40
GRYZOT	5.50
BLOOD VALLEY	5.50
ELITE	6.99
JUDGE DEATH	6.99
MAD BALLS	5.50
BATTLE OF BRITAIN	5.50
GAME SET + MATCH – D3	9.90
PEGASUS BRIDGE	9.50
WORLD GAMES	6.99
WORLD CLASS L/BOARD	6.99
FREDDY HARDEST	5.50
JACKEL	5.50
SCALEXTRIC	6.99
BANKOK KIGHTS	6.99
THRT TRAP DOOR	6.99
ROY OF THE ROVERS	6.99
BRAVE STARR	6.99
RAMPARTS	6.99
SLAINE	6.99
SEPTEMBER	6.99
BOB SLEIGH	6.99
LAST NINJA	6.99
ANIMATOR 1	6.99
ENDURO RACER	6.99
FOOTBALL DIRECTOR	6.99
PLUS 2 DUST COVER	3.99
ARTIST 11	10.95
ADV ART STUDIO	16.95
LIVE AMMO	6.99
RENAGADE	5.45
GUNSHIP	6.99
SENTINAL – D2	6.99
GRAND PRIX-N. MANSELL	6.99
GNOME RANGER	6.99
THE PAWN – 128K	9.95
ARTIST 11 – 128K	13.95
S. STREET BASKETBALL	6.99
LASER TAGS	6.99
CALIFORNIA GAMES	6.40
SALAMANDER	5.50
STAR WARS	6.99
NOT A PENNY MORE	10.95
FLYING SHARK	5.50
SORCERER LORD	9.99
ACE 11	6.99
IRON HORSE	5.50
LINEKERS FOOTBALL	5.50
PSYCHO SOLDIER	5.50
STAR RAIDERS – DISK	9.99
ACE 11 – 128K	6.99
RASTAN	5.50
VICTORY ROAD	5.50
ADV TAC'L FIGHTER	6.99
RAMPAGE	6.99
720	6.40
BLITZKREIG	6.99
ANNALS OF ROME	8.95
BUGGIE BOY	5.50
SUPER HANG ON	6.99
DURELL 4 VOL 11	6.99
THUNDER CATS – D2	5.50
DRILLER – D3	9.99
BATTLEFIELD GERMANY	8.95
MAGNETRON	5.50
NEBULUS	5.50
SILENT SERVICE	6.99
DURELL 4 VOL 11	6.99
GRAPHIC CREATOR	18.95
JACK NIPPER 11	5.50
FOOTBALL MANAGER 2	6.99
IMPOSS MISSION 2	6.99
GUILD OF THIEVES DISK	11.95
DESERT RATS	6.99
JEWELS OF DARKNESS	9.95
SILICON DREAMS	9.95
DELUXE SCRABBLE - DISK	12.95
STARGLIDER – D2	9.95
CHARLIE CHAPLIN	6.99
TRIVIAL PURSUIT	10.95
SOLID GOLD – D2	7.25

★ ★ ACCESSORIES ★ ★

10 X 3" DISKS	24.95
RAM TURBO	11.95
PLUS 2 LEAD	2.99
MULTIFACE 128	43.95
MULTIFACE 3	43.95
D.K. TRON'S LIGHTPEN	18.95
AMX MOUSE	59.95
MULTIPRINT	43.95
RAM MUSIC MACHINE	44.95
SPEC DRUM	28.95

★ ★ SEGA SYSTEM ★ ★

SEGA MASTER SYSTEM	94.95
LIGHT PHASER + CART	41.99
3-D GLASSES	38.95
CONTROL STICK	13.99
KONIXS JOYSTICK	11.99
GHOST HOUSE	13.99
MY HERO	13.99
TRANSBOT	13.99
SUPER TENNIS	13.99
F-16 FIGHTER	13.99
MISSILE DEFENCE 3-D	23.99
SPACE HARRIER	23.99
OUTRUN	23.99
ROCKY	23.99
ZAXXON 3-D	23.99
CHOPLIFTER	18.99
FANTASY ZONE	18.99
BLACK BELT	18.99
ACTION FIGHTER	18.99
PRO WRESTLING	18.99
GREAT GOLF	18.99
WORLD SOCCER	18.99
THE NINJA	18.99
ALEX KIDD	18.99
A.K. IN MIRACLE WORLD	18.99
WONDER BOY	18.99
QUARTET	18.99
ZILLION	18.99
ENDURO RACER	18.99
WORLD GRAND PRIX	18.99
SECRET COMMAND	18.99
ASTRO WARRIOR	18.99
SHOOTING GALLERY	18.99
GANGSTER TOWN	18.99

★ ★ NINTENDO ★ ★

DELUXE SYSTEM	155.95
CONTROL DECK	99.95
GYROMITE	29.99
STACK-UP	29.99
DUCK HUNT	27.99
GUMSHOE	27.99
GOLF	18.95
SOCCER	18.95
CLU CLU LAND	18.95
KUNG FU	18.95
KONIXS JOYSTICK	11.99

★ ★ ATARI 8 BIT ★ ★

DRUID – D2	6.99
AUTODUEL – DISK	14.99
KNIGHT ORC – D2	9.95
GUILD OF THIEVES – DSK	14.95
SILICON DREAMS – D2	9.95
PAWN – DISK	14.95

★ ★ COMMODORE 64 ★ ★

DRUID 11 – D1	6.40
OUT RUN – D2	6.99
BUBBLE BOBBLE – D1	6.40
HUNTERS MOON – D2	6.99
GAUNTLETT 11 – D2	6.99
SORCERER LORD – D3	8.95
SIDE ARMS – D2	6.99
GUILD OF THIEVES – DK	12.95
ELITE 6 PACK 11 – D2	6.99
LIVE AMMO – D2	6.99
COMBAT SCHOOL – D1	6.40
SALAMANDER – D2	6.40
GRYZOR – D1	6.40
IMP MISSION 2 – D2	6.99
TANK – D1	6.40
PSYCHO SOLDIER – D1	6.40
IRON HORSE – D2	6.40
LAST NINJA – D2	6.99
CALIFORNIA GAMES – D2	6.99
RASTAN – D2	6.40
PREDATOR – D2	6.50
VICTORY ROAD – D2	6.40
DEF'R OF CROWN –DSK	10.95
MASK 11 – D2	6.99
BANKOK KNIGHTS – D2	6.99
RAMPAGE – D2	6.99
720 – D1	6.99
SUPER HANG ON – D2	6.99
PEGASUS BRIDGE – D3	8.99
THUNDER CATS – D2	6.99
N. MANS-G.PRIX – D2	6.99
DRILLER – D4	9.99
STREET BASKETBALL – D2	6.99
AZIMUTH HEAD ALIGN	6.95
SILICON DREAM – D2	9.95
STREET BASEBALL – D2	6.99
ADV TACT FIGHTER – D2	6.99
SHOOT-EM KIT – D3	9.99
INT KARATE PLUS – D2	6.99
JACKEL – D2	6.40
DURELL 4 VOL 11 D1	6.99
STAR WARS – D2	6.99
MAGNETRON – D1	6.40
NEBULUS – D1	6.40
BOB SLEIGH – D2	6.99
ROY OF ROVERS – D2	6.99
IMPACT – D2	6.99
BANKOK KNIGHTS – D2	6.99
PACS LAND – D2	6.99
MORPHEUS – D2	9.99
BRAVESTARR – D2	6.99
SLAINE – D2	6.99
GAME SET + MATCH – D4	9.95
BUGGY BOY – D2	6.99
JINXTER – DISK	14.95
FOOTBALL MAN 2 – D2	6.99
FLYING SHARK – D1	6.40
FLASH POINT – D1	6.40
ENCOUNTER – D2	6.99
ELITE – D3	9.95
STEALTH FIGHTER – D3	9.95
RIM RUNNER – D2	6.99
AIRBORNE RANGER – D3	9.95
RYGAR – D2	6.40
MAD BALLS – D1	6.40
SIDE WIZE – D1	6.40
FINAL FRONTIER – D4	9.95
FORTRESS AMERICA – D3	9.95
KNIGHTMARE – D2	6.99
PHANTOM	74.95
ACTION REPLAY MK 3	28.99
FREEZE MACHINE	26.99
SLIMLINE KEYBOARD	18.95
EXPERT+ESM CART	27.99
C2N DATA RECORDER	27.95
NEOS MOUSE+CHEESE	28.95
RESET SWITCH	5.95

★ ★ AMIGA ★ ★

KNIGHT ORC	12.95
GAUNTLET	17.50
CALIFORNIA GAMES	17.50
CARRIER COMMAND	17.50
JINXTER	17.50
BACKLASH	12.95
PAWN	17.50
TIME + MAGIK	12.95
TRACKER	17.50
EGO	12.95
STARGLIDER	17.50
GUILD OF THIEVES	17.50
FOOTBALL MANAGER 2	12.95
10 X 3.5" DISKS	14.95

★ ★ ATARI ST ★ ★

RENEGADE	12.99
TRANTOR	12.99
GAUNTLET 11	12.99
TIME + MAGIK	12.99
EGO	12.99
STARGLIDER	17.50
DEFENDER OF CROWN	21.99
KNIGHT ORC	12.99
ADV ART STUDIO	17.50
FLYING SHARK	12.99
JINXTER	17.50
CARRIER COMMAND	17.50
IMPACT	10.95
GUILD OF THIEVES	17.50
DISK SPECIAL	17.50
STAR TREK (AVL NOW)	12.99
ICE HOCKEY	17.50
BUBBLE BOBBLE	12.99
J/STICK EXT LEAD	5.95

★ ★ AMSTRAD ★ ★

DRUID 11 – D2	6.40
LIVE AMMO-OCEAN – D2	6.99
SALAMANDER – D2	6.40
KNIGHTMARE – D2	6.99
GRYZOR – D2	6.99
GAME SET + MATCH – D4	9.95
OUT RUN – D2	6.99
IRON HORSE – D2	6.40
JACKEL – D2	6.40
TIME + MAGIK – D3	9.95
CALIFORNIA GAMES – D2	6.99
BUBBLE BOBBLE – D2	6.40
720 – D2	6.99
ELITE HIT PACK 11 – D2	6.99
FLYING SHARK – D2	6.40
SUPER HANG ON – D2	6.99
PEGASUS BRIDGE – D3	9.99
ADV TACT FIGH'R – D2	6.99
BOBS SLEIGH – D2	6.99
GUILD OF THIEVES –DSK	12.99
OCP ART STUDIO – DISK	12.99
KNIGHT ORC – D3	9.99
JEWELS DARKNESS – D3	9.99
SILICON DREAMS – D3	9.99
THE PAWN – DISK	12.99
MINI OFFICE 11 – D4	10.95
GAUNTLET 11 – D2	6.99
10 BLANK DISKS	24.95
MULTIFACE 11	44.95
DRILLER – D3	9.99
ROY OF ROVERS – D2	6.99
BRAVESTARR – D2	6.99
GUNSHIP – D4	10.99
SEPTEMBER – D2	6.99
STREET BASKETBALL – D2	6.99
F. MANAGER 2 – D2	6.99
IMP MISSION 2 – D2	6.99
RAMPAGE – D2	6.99
LASER TAGS – D2	6.99
FLASH POINT – D2	6.99
COMBAT SCHOOL – D2	6.99
SIDE ARMS – D2	6.99
LINEKERS FOOTBALL – D2	6.99

★ ★ JOYSTICKS ★ ★

COMP PRO CLEAR	14.95
KONIXS + AUTOFIRE	10.99
CHEETAH 125 +	7.95
COMP PRO EXTRA	14.95
EUROMAX PROF PLUS	17.95
MICRO HANDLER	23.95
COMP PRO 5000	13.95
CHEETHAH 125 +	7.95
CHEETHAH MACH 1	12.95
KONIXS SPEEDKING	9.99
QUICK SHOT 11 TURBO	12.95
QUICK SHOT II	7.95
CRUSER	8.99

AVAILABLE ON DISK FORMAT – D1=£9.99, D2=£10.99, D3=£12.99, D4=£14.99

PRICES INCLUDE P + P IN UK, EUROPE ADD £1 PER TAPE, ELSEWHERE ADD £1.50. ADD £5 FOR P + P FOR MACHINES (UK ONLY). CHQ/P.O PAYABLE TO MAILSOFT (CVG) P.O. BOX 589 LONDON N15 6JJ. ACCESS AND VISA ORDERS WELCOME. PLEASE SPECIFY COMPUTER TYPE IN YOUR ORDER. PLEASE NOTE: ★ DENOTES NEW RELEASES WHICH WILL BE SENT TO YOU AS SOON AS THEY ARE RELEASED BY THE SOFTWARE HOUSES CONCERNED.

PRICE MATCHING

IF YOU SEE ANY SOFTWARE YOU WANT ADVERTISED CHEAPER THAN OUR PRICE IN THIS MAGAZINE, JUST ENCLOSE THE LOWER AMOUNT TO US AND TELL US WHICH COMPANY IT IS AND WE WILL MATCH THE PRICE – THIS ONLY APPLIES TO CURRENT TITLES AND NOT TO OTHER COMPANIES SPECIAL OFFERS.

IF YOU DO NOT SEE THE TAPE YOU WANT SIMPLY DEDUCT 30% OFF THE R.R.P. AND WE WILL SEND IT TO YOU. (EXCEPT BUDGET, SEGA, NINTENDO, 2600 SOFTWARE).

HOLMESOFT

MAIL ORDER DIVISION OF ESTABLISHED RETAILER AND PUBLISHERS

FREEPOST (No Stamp in UK)
SEDGLEY, DUDLEY
WEST MIDLANDS DY3 3QY
Tel. 0902-880971

ANY VISA PHONE/WRITE PROMPT DESPATCH

CHEQUE/PO/£ DRAFT TO: HOLMESOFT
C.O.D. SERVICE AVAILABLE (phone)
UK P&P INCL. (Add 50p for Rec Delivery)
EUROPE ADD 50p PER ITEM.
ELSEWHERE add 75p per item (Airmail)

SPECTRUM	OUR PRICE
6-Pack II (D 10.95)	6.75
720 Degrees	6.50
ACE-2	6.50
Action Force (D 10.95)	6.75
Adv. Tactical Fighter	6.75
Alt. World Games	5.50
(Apache) Gunship (D 9.95)	6.75
Arctic Fox	6.50
Backpack — Kidsplay	6.75
Bangkok Knights	6.75
Barbarian (D 9.95)	6.75
Bard's Tale (D 10.95)	6.50
Best of Elite (Vol. 1&2)	6.75
19 (Boot Camp)	6.50
Blood Valley	5.50
Big 4 Vol. II	6.75
Bobsleigh	6.75
Bravestarr	6.50
Bubble Bobble	5.50
Buggy Boy (D 10.95)	5.50
Burn Out	5.50
Californian Games (D 9.95)	6.50
Captain America	6.50
Charlie Chaplain	6.50
Combat School	5.50
Compendium	5.50
Dark Sceptre	6.75
Double, The	8.95
Driller	10.50
Enlightment, Druid II	5.50
Evening Star	5.50
Exolon	5.50
Eye	6.75
Five-Star Vol. 3	6.75
Football Manager II	6.50
Fortress America (D 9.95)	6.75
Flying Shark	5.50
Freddy Hardest	5.50
Galactic Games	5.50
G. Gooch All-Star Cricket	6.75
G. Lineker's Soccer	5.50
Game Over	5.50
Game Set & Match (D 13.50)	8.95
Gauntlett II	6.50
Gryzor	5.50
Guadal Canal	6.75
Gunboat	6.50
Hysteria	5.50
Ikari Warriors	5.50
Impossible Mission II	6.50
Indiana Jones	6.50
Inside Outing	6.50
Int. Karate II (IK+)	6.75
Iron Horse	5.50
Jackal	5.50

100s of £1.99 £2.99 GAMES
BULK DISCOUNTS INVOICES

SPECTRUM	OUR PRICE
Jack the Nipper II	5.50
Judge Death (D 10.95)	6.50
Knigh Orc (D 14.95)	10.50
Knightmare	6.75
L.board Famous Course	3.95
Last Ninja	6.75
Lucasfilm, 4-Coll (D 10.95)	6.75
Lazer Tag	6.50
Live Ammo (D 10.95)	6.75
Mad Balls	5.50
Magnertron	5.50
Magnificent-7 (D 12.50)	6.50
Mask/Mask-2 Each	6.50
Match Day II	5.50
N. Mansell Grand Prix	6.75
Mean Streak	5.50
Mercenary	6.75
Nebulus	5.50
Outrun	6.50
Pac-Land	6.50
Pegasus Bridge	9.50
Phantys	5.50
PHM Pegasus	6.50
Predator	6.75
Psycho Soldier	5.50
Platoon	5.50
Rampage	5.50
Ramparts	6.50
Rastan Saga	5.50
Red L.E.D.	6.50
Red October	10.95
Renegade (D 10.95)	5.50
Road Runner (D 10.95)	6.50
Rygar	6.50
Salamander	5.50
Scrabble De-Luxe (D 11.95)	7.75
Scruples (D 10.95)	6.75
Side Arms	6.50
Slaine	6.50
Solid Gold (D 10.95)	5.95
Solomon's Key	6.50
Star Wars	6.75
Street Baseball	6.75
Street Basketball	6.75
Super Hang-On	6.75
Super Sprint	6.50
Tai-Pan	5.50
Through the Trap Door	6.50
Thundercats (D 10.95)	5.50
Tour De Force	5.50
Trantor	6.50
Victory Road	6.50
Werewolves of London	6.75
W.C. Leadboard (D 10.95)	6.50
Winter Olympiad 88	6.50
Wizard Warz	6.50
Xecutor	5.50
Yes Prime Minister	10.95
Zynaps	5.50

COMMODORE 64	OUR PRICE
Action Force	6.75
6-Pack II (D 10.95)	6.75
720 Degrees (D 10.95)	6.75
Airborne Ranger (D 14.95)	10.95
Alt. World Games (D 10.95)	6.75
B-24 Flight Sim (D 14.95)	10.95
Backpack — Kidsplay	6.75
Bangkok Knights (D 10.95)	6.50
Barbarian (D 10.95)	6.75
Best of Elite 1 + 2 (D 10.95)	6.75
Big 4 Vol. II (D 9.95)	6.75
Blood Valley (D 10.95)	6.75
Bravestarr (D 10.95)	6.75
Bubble Bobble (D 9.95)	6.50
Buggy Boy (D 10.95)	6.75
Burn Out (D 10.95)	6.75
Californina Games (D 9.50)	6.75
Captain America (D 9.95)	6.75
Charlie Chaplin (D 10.95)	6.75
Chessmaster 2000 (D 10.95)	6.75
C. Yeager's AFT (D 12.50)	6.75
Combat School (D 10.95)	6.50
Compendium (D 10.95)	6.75
Death Wish 3 (D 10.95)	6.75
Def. of Crown DISC ONLY	10.95
Double, The	8.95
Enlight, Druid II (D 9.95)	6.50
Driller (D 12.95)	10.50
Epyx Epics (D 10.95)	6.75
Exolon (D 9.95)	6.50
Eye (D 10.95)	6.75
Fire Star Vol. 3 (D 10.95)	6.75
Flying Shark (D 10.95)	6.50
Football Manager II (D 9.95)	6.50
Freddy Hardest	6.50
Galactic Games (D 10.95)	6.75
G. Gooch Cck (D 10.95)	6.75
G. Lineker Sccr (D 10.95)	6.75
Game Set & Match (D 13.50)	8.95
Gauntlett II (D 10.95)	6.75
Gryzor (D 10.95)	6.50
Guadal Canal (D 10.95)	6.75
Hysteria (D 9.95)	6.50
Imposs Mission II (D 10.95)	6.75
Indiana Jones (D 10.95)	6.75
Infiltrator II (D 6.95)	3.75
Inside Outing (D 10.95)	6.75
Int. Karate II (IK+) (D 10.95)	6.75
Jackal (D 10.95)	6.50
Jack the Nipper II (D 10.95)	6.75
Jinxter DISK ONLY	14.95
Judge Death (D 10.95)	6.50
Knight Orc (D 10.95)	10.95
Knightmare (D 10.95)	6.75
Laser Tag (D 10.95)	6.75

SOFTWARE ADD-ONS FOR BBC ELECTRON, C16/ 4, VCS, SEGA, NINTENDO, MSX, QL IBM, SPECTRUM 3, Vic 20 etc

COMMODORE 64	OUR PRICE
Last Ninja (D 10.95)	6.75
Famous Courses (D 5.50)	3.95
Lgcy Ancients DK ONLY	12.50
Live Ammo (D 10.95)	6.75
Magnificent-7 (D 12.50)	6.50
Maniac Mansion (D 10.95)	6.75
Mask/Mask-2 (D 10.95)	6.75
Mean Streak (D 10.95)	6.75
Nebulus (D 9.95)	6.50
N. Mansell GP (D 10.95)	6.75
19 (Boot Camp) (D 10.95)	6.75
Octopolis (D 10.95)	6.75
Outrun (D 10.95)	6.75
Pac-Land (D 10.95)	6.75
PHM Pegasus (D 10.95)	6.75
Pirates (D 14.95)	10.95
Predator (D 10.95)	6.75
Proj. Stlh Fighter (D 14.95)	10.75
Psycho Soldier	6.50
Quedex (D 10.95)	6.50
Rampage (D 10.95)	6.75
Ramparts (D 9.95)	6.75
Rastan Saga (D 9.95)	6.50
Red October (D 14.95)	10.50
Red L.E.D. (D 9.95)	6.75
Renegade (D 9.95)	6.50
Rimrunner (D 10.95)	6.75
Road Runner (D 10.95)	6.50
Rygar (D 10.95)	6.75
Salamander (D 10.95)	6.75
Scrabble De-Luxe (D 11.95)	9.50
Scruples (D 10.95)	9.95
Shoot 'em up CK (D 14.95)	10.50
Side Arms (D 9.95)	6.75
Skate or Die (D 10.95)	6.75
Solid Gold (D 10.95)	6.75
Solomon's Key (D 10.95)	6.75
Speed Rumbler (D 9.95)	6.75
Star Wars (D 10.95)	6.75
Street Baseball (D 10.95)	6.75
Street Basketball (D 10.95)	6.75
Subbattle Sim (D 10.95)	6.75
Super Hang-On (D 10.95)	6.75
Super Sprint (D 10.95)	6.50
Tai-Pan (D 9.95)	6.50
Through Trap Door (D 10.95)	6.50
Thundercats (D 10.95)	6.50
Tour de Force (D 10.95)	6.75
Track & Field (D 10.95)	6.50
Trantor (D 9.50)	6.75
W.C. Leaderboard (D 10.95)	5.95
Winter Olympiad 88	6.75
Wizard Warz (D 9.95)	6.75
Yes PM (D 14.95)	10.95
Zig-Zag	9.95

AMIGA SOFTWARE
100'S PHONE/WRITE

AMSTRAD	OUR PRICE
6-Pack II (D 10.95)	6.75
720 Degrees (D 10.95)	6.75
Barbarian (D 10.95)	6.75
Best of Elite 1 + 2 (D 10.95)	6.75
Blood Valley (D 10.95)	6.75
Bravestarr (D 10.95)	6.75
Enlight-Druid 2 (D 9.95)	6.50
Buggy Boy (D 10.95)	6.50
Californina Games (D 9.50)	6.75
Captain America (D 10.95)	6.75
Combat School (D 10.95)	6.50
Compendium (D 10.95)	6.75
Epyx Epics (D 10.95)	6.75
Exolon (D 10.95)	6.50
Rtball Manager II (D 10.95)	6.75
Freddy Hardest (D 10.95)	6.50
G. Lineker Sccr (D 10.95)	6.75
Game Set & Match (D 12.95)	8.50
Gauntlett II (D 10.95)	6.75
Gryzor (D 10.95)	6.50
Guadal Canal	6.75
Hysteria (D 10.95)	6.75
Indiana Jones (D 10.95)	6.75
Int. Karate II (D 10.95)	6.75
Jackal (D 10.95)	6.50
Jack the Nipper II (D 10.95)	6.75
Knightmare (D 10.95)	6.75
Live Ammo (D 10.95)	6.75
Magnificent-7 (D 12.50)	6.50
Mask/Mask-2 (D 10.95)	6.75
Matchday II (D 10.95)	6.50
N. Mansell GP (D 10.95)	6.75
Outrun (D 10.95)	6.75
Pac-Land	6.50
PHM Pegasus (D 10.95)	6.50
Predator (D 10.95)	6.75
Rampage (D 10.95)	6.75
Rastan Saga (D 10.95)	6.50
Red October (D 14.95)	10.95
Red L.E.D. (D 10.95)	6.75
Renegade (D 10.95)	6.50
Road Runner (D 10.95)	6.50
Rygar (D 10.95)	6.75
Salamandar (D 10.95)	6.50
Scrabble DL DISK ONLY	12.95
Scruples (D 10.95)	6.75
Side Arms (D 10.95)	6.75
Solomon's Key (D 10.95)	6.75
Solid Gold (D 10.95)	6.75
Star Wars (D 10.95)	6.75
Super Hang-On (D 10.95)	6.75
Super Sprint (D 10.95)	6.75
Through Trap Door (D 10.95)	6.50
Thundercats (D 10.95)	6.50
Victory Road (D 10.95)	6.50
W.C. Leaderboard (D 10.95)	6.75
Wizard Warz (D 10.95)	6.75

ATARI ST	OUR PRICE
Apache Gunship	18.50
Backlash	14.50
Barbarian (Palace)	14.50
Barbarian (Psygnosis)	18.50
Buggy Boy	14.50
Carrier Command	18.50
Charlie Chaplain	14.50
Defender of the Crown	23.50
Degas Elite	18.50
Football Manager II	14.50
G. Lineker's Soccer	14.50
Gauntlett II	18.50
Guild of Thieves	18.50
Indiana Jones & TOD	14.50
Jinxter	18.50
Last Ninja	18.50
Metropolis	17.00
Outrun	14.50
Plundered Hearts	23.50
Red October	18.50
Road Runner	18.50
Scrabble De-Luxe	14.50
Sentinel	14.50
Solomon's Key	14.50
Star Trek	13.95
Star Wars	14.50
Sub Battle Simulation	18.50
Super Sprint	14.50
Terrorpods	18.50
Universal Military Sim.	18.50
Wizard Warz	14.50
Wizball	14.50

ALL OTHER CURRENT PRODUCTS 20% or more OFF RRP

HARDWARE, ADD-ONS, BLANKS

ALL PRICES INCLUDE VAT & POSTAGE
Overseas £1 Securicor Add £5

Atari 1040 STFM Package (incl. mtr, sware, etc	479.00
SF 354, 500K Disk Drive	139.00
Amiga 500, Starter + De Luxe Paint etc	495.00
Comm-64 + 2CN Cass	159.00
Exclerator + (C64 disk drive (incl. freeze machine etc)	174.00
Star NL-10, 80 Col DMx Prt	189.00
SEGA Game Sys Com	95.00
Nintendo Game System	95.00
Spectrum + 2 Complete	129.00
Amstrad 464 Mono	165.00
Expert Cartridge + ESM	27.50
Quickshot II Turbo	12.50
Konix Speedking	11.50
Euromax Pro +	14.50
Cheetah 125 +	7.50

XMAS ORDERS
DESPATCHED SAME DAY

FOR SPEED USE ACCESS/VISA OR SEND PAYMENT 1ST CLASS

Forthcoming Releases Send on Release Day SAE for Software/Hardware List

UNLISTED PRODUCT

NEW/OLD SOFTWARE DEDUCT 20% From RRP
HARDWARE: DEDUCT 10%

IDEAS CENTRAL

ZIG-ZAG

Hints and tips for *Zig-Zag* come to you via the programmers David Bishop and Tony Crowther. Settle down and concentrate.

Mapping is essential. Use shields followed by the Riser, whenever you can afford it. They will offer 5 minutes of hassle free zapping. Use colour codes and zone numbers to help keep tabs on where you are. Self-contained areas have no aliens. Fly around there and get used to the shops movement and the joystick controls, before venturing out into the big bad world.

A co-pilot can be very useful. Learn the movements of each type of alien, each requires a different strategy for elimination.

There are various extras throughout the game, and here's a rough guide on how to select them. Once you have bought your extras in the shop, they are displayed in the selection menu in the centre of the status area. By pressing the space bar, or any other key on the right-hand third of the keyboard, you can scroll the items in the menu until the one you want is in the highlight box.

Then press fire to enact the power or use the weapon you have selected. Some extras can be used only once and then disappear, others last for a certain number of minutes, while X-ray vision and infra-red sight last until you lose a life.

Want to know what you can purchase in the shop? Here goes, Instant U-Turn – costs 5 and you can buy up to 99 at a time. This allows you to perform a U-turn anywhere. Zapper – costs 10 – maximum 99 – destroys anything in an area which extends off the screen in all directions. Mapper – 20 – maximum 99 – for when you get totally lost, you can use these to pull down a map display of your immediate area, showing all the routes you have so far travelled on, with your exact position indicated by the flashing section of maze in the middle of the map.

Fast missiles – 40 – only one at a time – these have half the range of normal missiles, but you can fire off twice as many at any oncoming alien.

Riser – 80 – one at a time – forces all aliens up to the ceiling, where they float around just itching to get down and kill you. When you use the riser, you can fly underneath all the aliens and use the prisms unmolested. Beware – the attracters will still be able to pull you up if you're not careful. Also, if you have to go up to their level, as you will when hitting wall targets, aliens can move around and still fire at you, even if it's only one plane.

Shields – 50 – one at a time – protects you from all dangers *except death* zones. Shield lasts five minutes and can be seen as a shimmering aura around your ship.

RENEGADE

Renegade hints – first from the programmers themselves and then some more from Simon Reeves of Berks. So, over to the experts.

Okay, our thanks to go *Renegade* programmers Mark Jones and John Brandwood for these street fighting hints for the game that's lived on a knife edge.

But first, a warning. The next Amstrad version tip is tacky. Not in the best possible taste. Try it at your peril. If you press all the control keys for *Renegade* all at once, then hit the Escape key. This should put the game on Pause. When play is resumed, the action is a little gory.

Now for the rest of Mark and John's tips.

- Go for the hardest thugs first. These are usually the ones with sticks. If they are not out of the way before the boss arrives you may not have the strength to survive.
- If you knee a thug a couple of times you could be in for a quick kill.
- If grabbed from behind, free yourself quickly otherwise your energy drains very quickly.
- As soon as a thug goes down, punch him.
- If you throw a punch the thugs will back off making it harder for you to get a good hit. Let them start coming forwards and begin to throw a punch before you attack.
- You can only destroy the boss when his energy is two or below.

On Renegade you will find the first two gangs easy to kill – just make sure you kill plenty before the bosses put in an appearance. Never attack a boss when he and one of his minions are standing together.

Try to separate them by walking around just out of their reach. Once the boss is on his own, wear down his energy by doing the high kick then close in and finish off with punching and kneeing.

On stage 3 try to kill as many as possible before Bertha joins the fight. Otherwise watch out! Whenever she is about try to keep as far away as poss, then wait.

When she comes towards you do a flying kick and once she's down – keep on punching her.

MSX

Here's one game that our MSX lover in the office raves about constantly so, with the help of his friend, Joseph McKoy of Mitcham, he's brought these tips for other MSX freaks.

Throughout the levels you will find several WARP screens. What you have to do is this: When on stages 1, 6, 9, 12, 13 and 15 look for the large sized holes which are scattered along the playing area. Go down one of these, pull down on the joystick and you will travel down a cave. You will pass several stages and arrive at another. The first warp is on stage 1, this leads to stage 6. Then from 6-9, 9-12 and from 13-15. There are a few more but we'll leave you to find them yourselves. You are also allowed to buy the gun twice and in doing so it becomes a cannon. This allows you to blast your way through rocks, logs, stone tablets, etc.

So far Joseph has not been able to do this, so if anyone else has please write and let us know.

HINTS AND TIPS

We've got some hints this month – but, only for the Sega. What's happened to all you Nintendo owners?

When you start Black Belt head for the right of the screen, killing all the wrestlers. The first foes you are faced with is a bloke throwing meat cleavers. Just go straight in and keep punching him. The next is a staff-twirling foe. The Chinese symbol gives invulnerability and the other varied chancers replenish your energy. The next enemy is a Chinese man armed with butterfly knives. He jumps high above you and tries to land on top of you, so be careful out there! The best way to defeat him is by kicking and punching him when he lands. Next up is the fat man. He is defeated by punches, but, watch out for his low kicks. After defeating him you go into a room to fight Ryu. Again go straight in and use your punch. It may take a few goes but after a while you will get the knack.

Now for chapter 2. First up is a man with a bull whip. He also jumps up high so try to kick him when he lands. The rest of the time use low flying kicks on his head. This may take a few tries as well. Next is a knive thrower. Before he appears on screen he throws a few knifes – try and dodge them. After defeating him you progress to Hawk. Hawk has mini throwing stars so watch out. Go straight in using kicks and after a couple of tries you will defeat him.

COMIX

Bad boy makes good . . . For a maverick writer/artist who refuses to toe the big-company line, Howard Chaykin sure has got a lot of product out at the moment:

★ *The Shadow* – a book I mentioned last month in C+VG, which collects Chaykin's four-issue rejuvenation of the classic pulp hero (Titan Books).

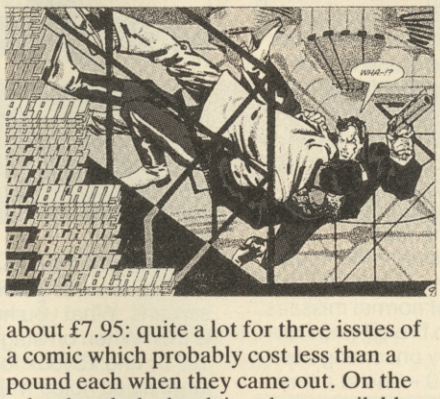
★ *Blackhawk* – another classic character rejuvenated. At least, I *think* it is; I haven't managed to get hold of a copy yet. Why do these things never come out on schedule? (DC Comics, approx. £2.10 per issue.)

★ *American Flagg* graphic novel "Southern Comfort" – three issues of the regular comic-book gathered into one large book. The story dates from early on in the *American Flagg* saga – 1984, to be precise – when Chaykin was still providing full story and art rather than just plots and covers as he does now.

This volume provides an excellent demonstration of all that's good – and all that's controversial – about Chaykin: sex, violence, humour, satire . . . It's all wrapped up in the tale of Reuben Flagg, a soft-porn actor turned lawman in an utterly corrupt (so what's new?) post-meltdown Chicago sometime in the 2030s. Chaykin and his team give us a breathtaking, if depressing glimpse of the future – all urban decay, semi-efficient technology and consumerism taken to absurdly logical lengths. It shares the mood of (though doesn't copy) *Blade Runner* and *Judge Dredd*.

I mentioned Chaykin's team: foremost among them at this time were his wife, colourist Leslie Zahler, and letterer Ken Bruzenak. Chaykin and Bruzenak must have worked extra-closely together here; they've come up with the most seamless combination of art and lettering I've ever seen in a comic-book and between them they create a fast-moving, sometimes confusing and always convincing vision.

At least, that's what I thought when I read the original comics. This new deluxe book format has certain disadvantages, however. First is the colouring: it doesn't appear to have been upgraded in the reprint, which admittedly wouldn't be a problem if the paper had stayed the same, too. But what looked exciting and innovative on standard bog-paper just looks garish in this glossy reprint. I expect better for the price – which is my second complaint. The book sells for



about £7.95: quite a lot for three issues of a comic which probably cost less than a pound each when they came out. On the other hand, the book is at least available, which the comics probably aren't, so to that extent it's well worth having a look at.

★ *Time*^{2} graphic novels: "The Epiphany" and "The Satisfaction of Black Mariah" – I'm going to have trouble adequately describing these. Are they set in the future? In some weird jazz-obsessed parallel universe? I'm not sure, but I'm in favour of it.

This is Chaykin's most controversial (ie, rudest – strictly for so-called "mature readers") work so far. The script is

simultaneously bitter and joyously humorous, and the artwork is Chaykin's stylish *tour de force*, beautifully enhanced by the rich colouring of Steve Oliff. (First Comics, about £5.50 each).

So, who is Chaykin and what's he been up to these past 15 years? He first appeared as a protégé of Neal Adams, to whom his style owed quite a bit. He took over from Adams in mid-issue as artist on Marvel's *War of the Worlds*, and from there went on to create and draw numerous short-lived heroes for just about every comic company around. After a few years he began to seem aimless and entirely lacking in a sense of what would sell.

But during this time he also took part in other people's projects – as a way of paying the rent, perhaps? These included some ambitious full-colour painted comic albums (the jargon has evolved: today we say "graphic novels"). Here the man's other artistic influences began to shine through – the "golden age" American magazine illustrators of the 20s and 30s, and comic artist Alex Toth.

My favourite from this period is Chaykin's adaptation of Alfred Bester's "The Stars my Destination" (part one – and if anybody's ever seen part two I'd be glad to hear about it), but the real clue to his career is his collaboration with Michael Moorcock, "The Swords of Heaven, the Flowers of Hell". Moorcock, of course, is known for – among other things – his "Eternal Champion" cycle. And with that in mind, it's easy to see what Chaykin was up to throughout the '70s – whether he was conscious of it or not. He was taking his own eternal champion with him from comic to comic, publisher to publisher.

Finally, we can see why there are such nagging similarities between DC's *Ironwolf*, Marvel's *Monark Starstalker* and *Dominic Fortune*, Atlas's *Scorpion* and Star★Reach's *Cody Starbuck* and *Gideon Faust*. To say nothing of Chaykin's work on *Solomon Kane* and *Star Wars*.

I reckon Chaykin must have realised what he was doing sometime in the early '80s – hence the self-consciously wise-cracking, deliberately provocative tone of his work since.

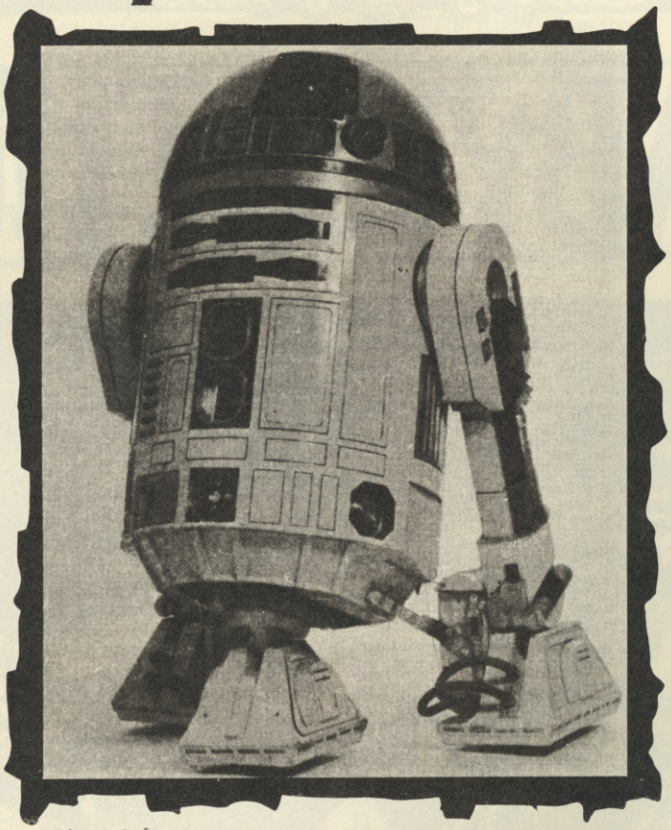
Coming soon from the makers of 2000AD . . . Now that *2000AD* and the other ex-IPC comics are owned by Robert Maxwell, things should really start to get interesting. For instance, the *2000AD* team has announced plans for a new series of comic-books to appear simultaneously in Britain and the US. Some will star established *2000AD* characters; others will be specially created.

They seem to mean business – they intend to attract back top British artists such as Dave Gibbons and Brian Bolland, who now work exclusively for DC and others in the States. And to do so, they say, they're prepared to match – or better – the royalties and creators' rights available in the US.

PHILIP MORTON

FANTASY ROLE PLAYING

The response to our Fantasy Role Playing supplement in our December issue was so overwhelming we've decided to make it a regular C+VG feature. This issue fantasy expert, Wayne, casts his eye over the best in role playing games and models.



Star Wars

- **STAR WARS ROLE PLAYING GAME**
- **PUBLISHER: WEST END GAMES**
- **PRICE: £9.95**
- **RATING: 75%**

Would you believe that the "Star Wars" phenomenon is ten years old? (Yes. Ed). Since 1977 we have had the films, T-shirts, toys, videos, TV spin-offs, knickers, chocolate bars, and comics.

Now West End Games present the RPG.

The first thing that hits you is the packaging. There are 16 full colour pages, with memorable pictures taken from the original films plus many other black and white pictures, some of which have never been published before.

You are given a choice of 24 characters that are taken from the film. These vary from *Alien Student Of The Force* to *Wookiee* and you are given a special template for each character, which contains most of the details of your skills. I must admit I found some of the character classes very unappealing. I mean would you really want to play a character in the "Tongue tied engineer" Character class. No I thought not.

Special rules govern people who have "The Force", which includes the aquisitions of "Dark Side" points if you use the force in an immoral way. Basically, player characters are rebels against the Empire and if you gain a certain number of "Dark side" points you become a member of the Empire and the gamesmaster has to take your character template away from you, so you have to create a new character all over again.

Starships are easy to fly (if you have the appropriate skills and die rolls) and space combat is a piece of cake. However, the problem starts when characters want to try something their skills do not cover. The G.M. has to allocate a difficulty number from the "Difficulty number chart" and ask the player to roll a six sided die to see what the outcome is. For a start a new G.M. is going to have trouble judging the various categories of the players difficulty factor and then the decision they have to make is very black or white, with no area for limited success or failure.

Apart from this the "Star Wars" role playing system is enjoyable to play and a must for devotees of the films. It is also a good introduction to role playing in general.

Orc Wars

- **CHAOS MARAUDERS**
- **PRODUCED BY "GAMES WORKSHOP"**
- **PRICE £9.99**
- **RATING 78%**

So there you are, an 'orrible little Orc in a multi tribe Orc army. Eagerly awaiting a violent confrontation with those dumpy Dwarves, which to your mind has been far too long in coming.

Hold on, what's all that noise coming from our behind? Oh no, the Rotting Ear Tribe has fallen out with the Black Eye Tribe and the Bog Breath Tribe has fallen out with everyone! Great! Trouble at last, so damn the Dwarves, let's have a fight amongst ourselves!

Yes, this is what *Chaos Marauders* is all about, internal feuding between Orcish tribes, for no other reason than to fight and display tribal banners.

You play the organiser of a tribe, whose aim is to get three battle lines of troops together faster than any other tribe leader. This makes the other Orcs look stupid and incompetent, plus it shows off the strength of your tribe. Sounds simple doesn't it, but have you ever tried to get Orcs organised before!

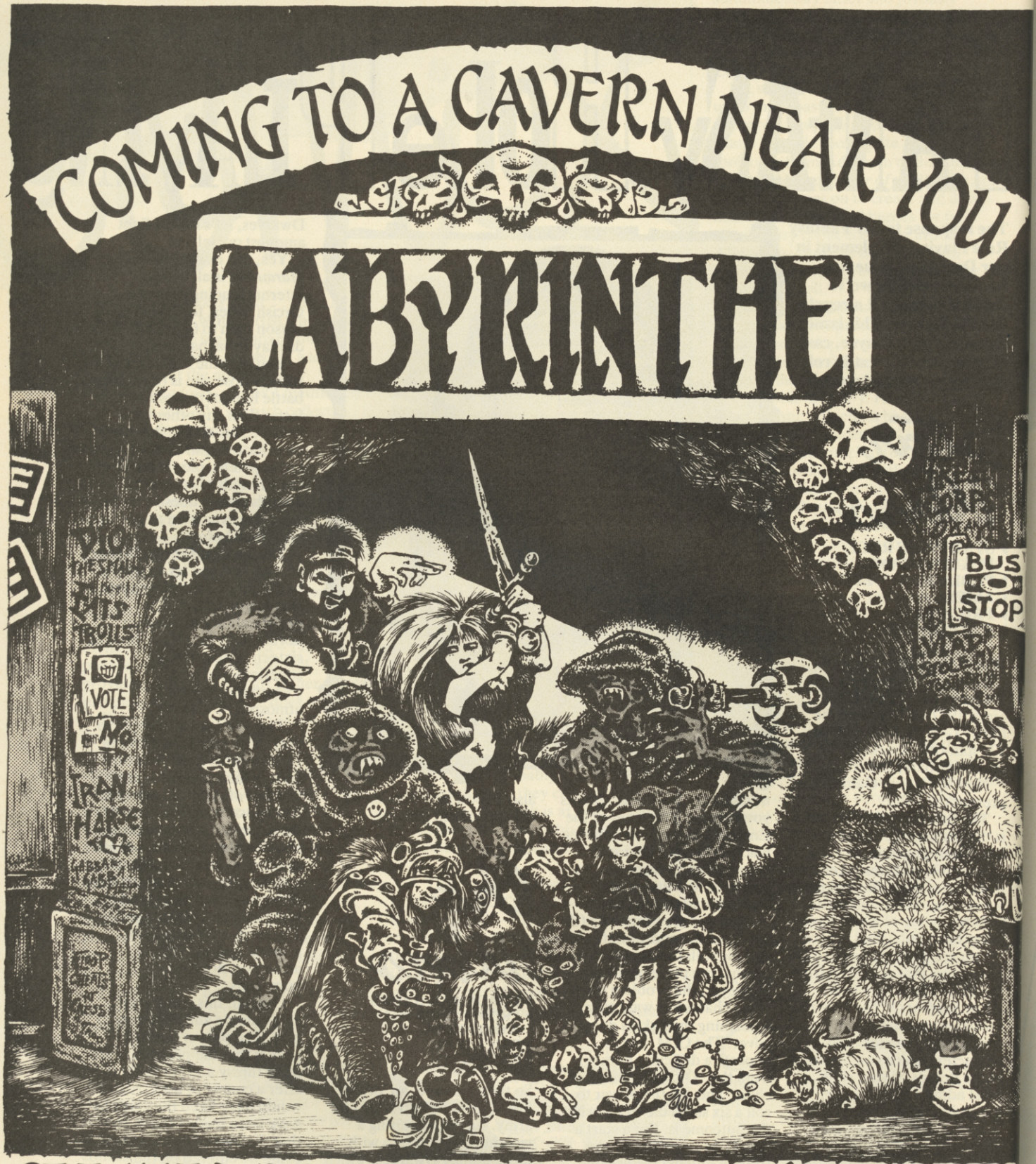
This game is for two to four players and you try to set the battlelines on the playsheets that are provided. The playsheets are divided up horizontally into three lines of sixteen boxes, and are superimposed on a tremendous piece of atmospheric artwork.

The game is very simple to play. You take turn drawing various cards until your turn ends, which can be for any number of different reasons, from possessing too many of the same cards, to attacking another player. The cards are divided up into five colour coded types – all of which have different advantages (and in some cases disadvantages!). The cards have excellent artwork and are very attractive, not to say humorous.

Overall, this game is fast, entertaining and very easy to play. The only criticism I have is that the playsheets are quite flimsy and get fairly tatty after a couple of uses. Also I would have liked the cards to have been made bigger, so that the uses of certain cards could be entered on the bottom, to stop continual reference to the rulebooks. However, there is a wealth of detail in this game and it has obviously been well thought out. So well thought out in fact, that I would predict we will shortly be seeing a series of *Chaos Marauders* expansions kits on the market!

COMING TO A CAVERN NEAR YOU

LABYRINTHE



GET INTO REAL LIFE ROLE PLAYING NOW

TO LOCATE YOUR NEAREST CAVERNS FOR REGULAR OR HOLIDAY ADVENTURING

CONTACT

LABYRINTHE
11 GREENACRES CLOSE
FARNBOROUGH KENT
TEL 01-274-9068

NO MEMBERSHIP · CAVE ADVENTURES £6 · GAME HANDBOOK AVAILABLE

FANTASY ROLE PLAYING

Letters

You said you wanted a Letters Page. And Hey Presto here it is! This will be the place to air your views, opinions, criticisms and general chat. All letters are welcome and from the next supplement onwards I will be giving away a copy of one of the products reviewed for each letter published. So now you have no excuse not to write in. Furthermore this column will only be included in C+VG for as long as there is support for it, so if you want to see more of it then WRITE IN NOW!

David Evans of Pedmore, West Midlands writes: "I think that the idea of having a Fantasy Supplement is very good indeed. A problem page would be ideal as I have trouble getting certain miniature figures, despite writing off to various major figure producing companies. It could give hints on cleaning, trimming and painting figures as well as making Dioramas. Finally, could you please give me the address of "Prince August" gaming as I would like to make my own miniatures."

Thanks for the support Dave. A problem page is another section that most of the readers thought the column could contain and I totally agree. So it is now in your hands! Drop me a line with any FRP problem that you may have and I will do my very best to sort it out. The address for Prince August Gaming was missed out due to a mix up at the printers, so to set the record straight the address you require is: Prince August (UK) Ltd, Dept A.A., Small Dole, Henfield, Sussex BN5 9XH.

Alex Koon has dropped a line to say: "I think the special was brilliant to say the least! I would like to see a regular Fantasy supplement in C+VG and if you can't arrange it, threaten the editor with a nice long sharp sword. The only criticism I have is that you tried to cram too much in so little space, so the reviews seemed short. All in all a great first effort!"

Well, Alex, I am doing my best to get the supplement established in the magazine but the only real way to achieve this is by the readers' support in the shape of mountains of letters sent to C+VG. The short reviews are mainly my fault. I write so much the poor sub-editor has to cut out great chunks of stuff to fit it all into the mag. I am trying to write more condensed reviews and hopefully they should be OK. As far as threatening the editor goes, I regret that I can't or I'll get the push. However, if you have nothing to do one weekday, I can arrange for the sword . . . enough said.

James "The King" Chan from Rodley, Leeds has a lot to get off his chest: "I looked at the Dec edition of C+VG and found a Role Playing section. Great! Let's read it! AAAAGGGGHHHH, I didn't like it at all (well I did a little bit). So what was wrong? Here is a run down:

1) There was no review of an actual Role Playing game.

2) The rating system is useless. I believe that you should use a system of say several categories, which should be marked out of twenty.

3) The description should go into more depth.

4) Put a bit of humour in the reviews.

Strong stuff, James, though you will be shocked to discover that I agree with your every word. Watch this space!

Fighting Miniatures

Figure fans are in for a treat this month with the release of a new oriental range called "The Land Of Nippon".

The figures are ninjas and they come in three poses; one is charging wielding a katana (long curved oriental sword); the other is about to release a shuriken (a five pointed throwing star) and one is kneeling, firing a short bow. The looks on their half masked faces and the way they are wielding their weapons make them look action packed.

Close up the figures are full of mystery and stealth, which really sums up the nature of the ninja, because they were hired by rich Japanese lords as spys or assassins. They all have other accessories moulded to their bodies from swords to waterbottles. At £1.50 for the lot in one blister pack they would complement any FRP perfectly. Available from Dixon Miniatures.

Also new from Dixon this month is a series of Dwarven fighters. These are not your common or garden dwarves, these are very special. They all come with detachable weapons, so that you can choose what weapons the dwarf fights with and in some cases you can actually alter the pose. Usually dwarves are modelled soley with large double bladed axes. This series breaks the mould, as the weapons that accompany their dwarven selection range from warpick, short sword, polearm and staff. If you really want to go over the top there are also a couple of Dwarven Samurai that wield such wicked oriental weapons as the yari and Natinata! All the spare weapons are cast with integral hands to fit onto the main body.

These are the best dwarves I have ever seen and at just 45p per figure (plus 10% p&p) they are an essential buy! You can obtain a sheet showing the complete list of dwarven variants by sending a large sae to Dixon Miniatures.

I have just received an absolute monster of a model from Grenadier Models. It is a War Rhino Captive Carrier from their Masterpiece Editions. Let me describe it. Imagine a rhino three times as big as normal, dead and consisting of only its skeleton. Somehow it has been raised from the dead and made to walk the earth again. It has a crew that consists of three skeletons; a driver, a guard and an archer that controls the huge crossbow. Did I forget to mention that? For the record there is a person-sized crossbow which is bolted to the troop carrier on its back! But where are the captives carried I hear you ask? That's easy, as these unlucky people are carried in the rhino's ribcage!

Yes, there are four unfortunate captives and boy. Do they look depressed? Who wouldn't be in their position.

GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

DARE YOU PLAY.....

FREE OFFER

FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL O
IT'S A CRIME THE WORLDS MOST POPULAR PLAY-BY-MAIL GAM

Write to:–

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL.

Wayne's PLAY BY MAIL

Well what do you know? The good old P.B.M. column is one year old today. Yep, the column is celebrating its first anniversary, so in traditional C+VG fashion I will be giving away LOADS of items away absolutely free, which total to over a couple of hundred pounds!!

I should tell you straight away that Mitregames has been good enough to donate a load of prizes to help you join in our celebrations and a lot of the other companies have re-issued their reduced start up offers. Therefore I am going to review all the companies that have been mentioned in the column over the year, including details of their re-vamped offers, as well as list a couple of other companies whose products I will be reviewing in the up and coming future. I extend my apologies to any company that has been either left out of the column, but I have only a limited amount of space you know.

As you should know by now, any reader who wants to apply for more than one offer MUST send in the relevant number of S.S.A.E's. Furthermore, it would help me considerably if you would enclose a separate letter with your name and address on as well as write on the back of each cheque/postal order the following: The name of the game for which you are applying; Your name and address.

This will save me a lot of time and trouble and also speed up your reply.

First of all, I will get on with latest news and gossip on the P.B.M. scene.

I have a message for some of you who applied for the B.P.B.M.A. guide to P.B.M. who still not have got it yet: *DON'T PANIC!* We have had just enough to go round, but the mailing of some were delayed due to various factors like postal strikes, lack of person power to get the hundreds of applications dealt with and extremely excessive Christmas/New Year celebrations by certain parties, who, for personal reasons, will remain unnamed!!

Busy, busy, busy, that is the only way to describe the P.B.M. scene at the moment! Yes, it's all go, with lots of special offers for all you P.B.M'ers out there, so let's get on with keeping you up to date with the news and views from the ever changing world of P.B.M. Remember though, that if you apply for more than one offer you must send the relevant amounts of S.S.A.E's required or you will only receive the first offer you ask for!

By the time you read this, the Third British P.B.M. convention is only round the corner. Yep, on the 20th February, the biggest event in the P.B.M. calendar will be taking place at the Porchester Centre, Queensway, London W.2. This is your chance to meet and talk to the players of every major important P.B.M. in the U.K. as well as interrogate the G.Ms about their products, try your hand at live role playing, buy the latest roleplaying accessories and play the odd computer games.

If you are quick and write in the C+VG swiftly you will be able to get a 25% discount off the entrance fee. Instead of paying £2.00 on the door, you can get your ticket for £1.50 plus an s.s.a.e. As I write tickets are selling fast and it looks like the convention is going to be very well attended. With an advance ticket, not only are you guaranteed entry, but you will be allowed in immediately, with no queuing in the London rain. Please make all cheques/P.Os payable to The B.P.B.M.A. and mark the envelope in the right hand corner with "P.B.M. CONVENTION".

Nova Productions, who has taken over the running of *Conquest,* a computerised wargaming P.B.M., has now obtained the rights to run two big American games in the U.K. They are namely, *'Ancient Empires'* and *'Conquest Of The Stars'*.

'Ancient Empires' is set on a mythical planet controlled by 40 players. Each empire has a different degree of limited self sufficiency in food and raw resources and trade is a necessity. The main game features are many different army types, ranging from local militia to professional cavalry through to archers and many others. There is also a wide scope for other factors.

'Conquest Of The Stars' is the usual type of space P.B.M. game. It involves 60 players competing over a section of the galaxy aiming for its domination and destruction of the enemy. Alien Life forms, ground units and futuristic munitions abound.

An interesting feature is that Nova is offering a £100 cash prize for the winners of each game and £25 each for the four runners up. The game should be available soon, so anyone interested should drop me a line, with a s.s.a.e.

Without a doubt, and I don't care what anyone says. *'Crime'* is the most popular computerised P.B.M. in the U.K. and probably Europe. Easy to play, fast and violent, you play the leader of a group of juvenile delinquents in the future. Your aim is to rise from street punk to mob boss. It has two levels, with the Mob boss rules being brought in for certain people when a certain level of the game has been reached. If you are easily offended or have a high standard of morals, this game is not for you. However, if you want a bloody good time (with the emphasis on the bloody!) you'll like this.

Capitol is a computerised sci fi game of galactic domination for teams of four players and

continued ▶

Wayne's PLAY BY MAIL

Earthwood is another computerised game, but this time in a fantasy setting. You play either a single character or a leader of a group of troops and you have to become the leading player and obtain various objectives to win the game. Sea Kings is the latest expansion of Earthwood and, as the title suggests, has enhanced naval combat and transport.

Crasimoff's World is a hand moderated P.B.M. in a fantasy setting. Gods, magic plants and weird creatures all abound. This was the first P.B.M. I ever played and although I stopped playing on various occasions I always returned to playing it. In fact I have taken the game up again and have found the game of a high standard indeed. To be honest, the game has had a chequered history, fluctuating between good and bad on several occasions. However, recently there has been quite a few shake ups and changes, which in my mind has improved the game no end. This game always had the potential to be big and it is once again growing in size. I will be reviewing it in the not too distant future.

K.J.C. has just bought *Trolls Bottom* a hilarious game where you play the part of a troll and have to do very trollish things indeed. To date they are just setting it up and the first few games are underway. I have played this game before and found it really wild and wacky. A fully computerised game that is definitely not to be taken seriously.

OFFERS

It's A Crime; Free Set Up, free rule book plus two free turns. Further turns either 75p or £1.25 dependent on the number of actions used.

Capitol £6.00 for rule book, set up and two free turns. Turns cost £1.75 each.

Earthwood and Sea Kings; £5.00 for Startup and rulebook and three free turns. Rounds cost £1.50.

Crasimoff's World: £6.00 set up and rulebook, plus three free turns. Further turns £1.75 each plus extra for intricate turns.

Trolls Bottom S.S.A.E. to K.J.C. via me for further details.

● The Laboratory
● Further Into Fantasy

A superb game that mixes the fun of Fantasy with terror of technology. You play an exact copy of yourself, who knows that they are shortly going to be transported to Dorm, a hostile medieval type planet, so you have a short while to take with you what you can. Guns, hand grenades and other weapons can be taken, but whether it arrives is another question. Another game I have played since the playtest stage, which is very entertaining and exciting. The magic system is believable and the game is based on a "discover as you play basis". The Lab specialise in fast turns and they try to keep to a tremendous two day deadline. Speedy, action packed and controversial, well recommended.

Offer; Start Up £5.00, everybody who joins will get £5.00 credit in their account. Turns; £2.25 for an ultra turn, £1.75 for a normal turn.

● Legend Incorporated
● Ae's

This oddly named game has been well received by the general P.B.M. public and is well liked, so much so, G.M. and co director Jon Tode was voted best G.M. of the year at the Second British P.B.M. conference in 1987. A single figure fantasy roleplaying game, its rounds have a mass of description. The world is divided into several kingdoms which are run by different G.Ms. Has the biggest selection of gods to worship out of any P.B.M. and has a large selection of races and character classes. I used to play but dropped out after a disagreement with the G.M. that I won't go into. When I played I thought it was very stylish, if a bit too far fetched.

Offer; None, as all their players places are taken. HOWEVER, rumour has it that they may be at the Third British P.B.M. convention signing up a limited amount of new players on a first come first served basis. The only way to find out is attend.

● Mitregames
● Midgard, Global Supremacy

Family Wars is a gangster type game, where you play the part of a mafia god father. You take on other godfathers via your forces and try to take control of the city. I am playtesting this game at the moment and will bring you a full report when the game is commercially released.

Offer; Aegyptus £2.50 for free start up and rule book plus three turns. Family Wars; S.S.A.E. to N.A.B. via me for further details.

● Sloth Enterprises
● Saturnalia, Gameplan, Kings Of Steel, Enchiridion.

Saturnalia is my personal favourite single figure Fantasy role playing game. I have played it for nearly three years and the game still enthralls me. What makes this game is the history and the politics, they are dealt with in so much depth it is amazing. Another game that went through a bad patch, but has come back better than ever. Voted best game at the Second British P.B.M. convention, where Sloth was voted best company. You could play this game on many levels and still find more to have a crack at. The G.M's replies are of good quality and this company has one of the best G.Ms in the country at the moment.

Gameplan is an American Football P.B.M. that is computer moderated. You play the coach of a team and it is your job to decide on the tactics and the plays that hopefully will lead you to the superbowl.

Kings Of Steel is a hand moderated wargame. I found it enjoyable with its powercards and politics. Interplayer relations are a must!! Diplomacy, double dealing and dirty tricks are required. You must lead your three armies to triumph over the forces of evil. However, you must overcome the civil war between the opposing player forces at first, before you can become the eventual winner. Wargaming tactics are an advantage but not essential. Fun to play and turns only have to be submitted once a month.

The Enchiridion is a game where you can win money. You create a team of adventurers and it is your task to rescue the famous tome Enchiridion from the mazes of the mighty mage, Menkar the Magnificent. Another team game where you play with the three other players. The first person to discover the tome wins 10% of all the turn fees, which, dependent on how long the game goes on, could be some sizeable sum.

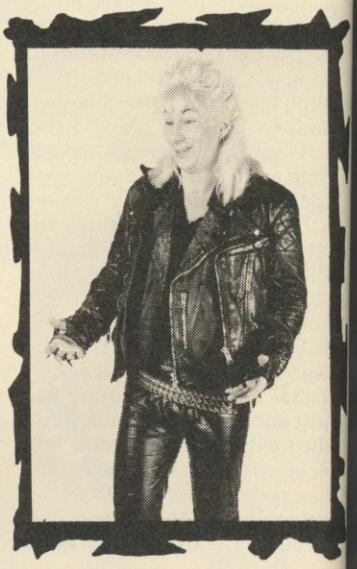
Offers; Saturnalia: Start up and rulebook £4.00 plus three free turns. Future turns £1.75.

Kings Of Steel Rulebook and start up £5.00 plus 2 free turns. Further turns: £2.00.

Gameplan: Start up and rulebook FREE plus two free turns. Future turns; £1.50.

Enchiridion; Start up and rule book £5.00 plus three free turns. Future turns £1.75.

That's all until next month. Keep those letters coming in!!



IN THE LAND OF THE BLIND
THE ONE EYE'D MAN IS KING

"More challenging and complex than Chess"
(Lee Rodwell – The Times, September 1987)

C+VG HIT!

Actual Atari ST screen shots

Graphics vary according to format

Spectrum £9.95

Commodore 64/128 £9.95 (£14.95 Disk)

Atari ST £14.95

Amstrad £9.95 (£14.95 Disk)

PUBLISHED BY ENDURANCE GAMES UNDER LICENCE FROM FINGER PRODUCTS LTD.
ENDURANCE GAMES, UNIT 1, BAIRD ROAD, ENFIELD, MIDDLESEX. 01-804 8100. TLX 295944.
ENDURANCE GAMES IS A DIVISION OF PRISM LEISURE CORP PLC.

ARCADE

Pacman is back, and hungrier then ever! Clare Edgeley reports on Pacman's reappearance and on Atari's new coin-op, Xybots. No Arcade Action would be complete without a combat game – Guerilla War supplies the action.

GUERILLA WAR

Guerilla War from SNK features Karl, hero of the revolution, attempting single handed, or sometimes with a partner, to overthrow the King's forces. This one's the stuff of a real Banana Republic.

It's a truly Ramboesque blast 'em up and from the start of the game your machine gun gets into action. In fact the action doesn't stop as you invade the island with bullets flying, hurling grenades at ambush points and proving your prowess at dodging bullets.

Almost as soon as you've stepped off the gunboat you're target for the enemy who move down towards your landing point in a group, guns blazing and looking as if they mean business. In these early stages it's fairly easy to stay out of trouble by keeping out of bullet range. Both yours and the enemy bullets can only travel a short distance before they lose their impetus and dodging them is a cinch. Later on in the game, when you're surrounded, getting out of the way isn't quite so easy.

In many of the attacks on you there will be one gunner dressed in red – the others are all in dull combat gear. This guy always carries a heavy duty weapon and when he dies you can pick it up. Then woe betide the enemy. Shooting him means creeping up to within bullet range which can be tricky as by this time you're in range of enemy bullets and he's always well protected.

Hostages seem to line your route, tied to trees and helpless to dodge the gun fire. Free these poor devils by running up to them and try not to blast them in your enthusiasm. Each hostage released earns you bonus points – your credits plummet 500 for every one you kill.

The forest soon gives way to the enemy holdout – a farm – heavily reinforced with trenches and gates. The only way through is via the entrance which is heavily guarded. Tanks zoom out spraying canon fire and a machine gunner sits just inside the gate. The enemy try to ambush you, soldiers are hiding in bushes and the only way through, with any guarantee of safety, is to capture a tank and blast your way through. As soon as a tank becomes vacant, an 'In' sign flashes on its top. Leap in and start blasting. If you can, at the same time, shoot a red soldier and pick up his weapon, your tank will be equipped with a flame thrower, or something equally devastating.

At the end of each level you'll come across the enemy leader who seems impervious to your bullets. Dressed in flying jacket to give him some pretence of leadership, he stands protected by his men, laughing at you. Once you've got him you have to cope with a huge chopper, hovering just above the treetops spraying the area with thousands of bullets.

The end of the level is reached with the appearance of a massive tank. Like the helicopter, this is particularly difficult to destroy, but not as difficult as the monster at the end of the third level which is an armoured train packed with weapons.

Guerilla War is exactly the same as all the others of its genre, but despite its lack of originality it is still very playable, fast moving and packed with action.

XYBOTS

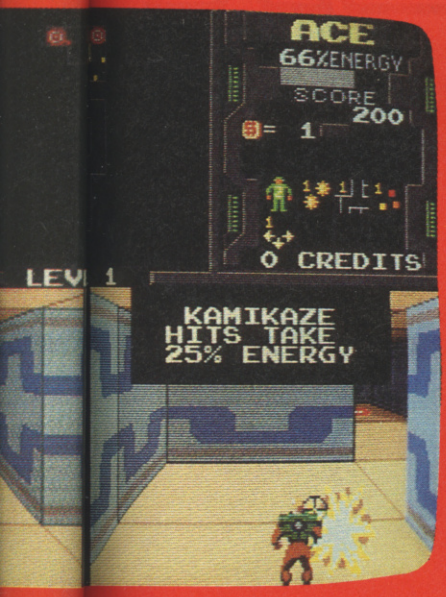
Xybots from Atari looks, at first sight, incredibly complicated and it's one of those intriguing games where it's best to watch someone playing for a few minutes before shoving lots of cash into the machine.

Xybots are robots and range widely in shape, aggressiveness, size and colour. Patrolling a tortuous maze of corridors, split by fine partitions, these metal monsters will zap anyone attempting to thread a path through the labyrinth.

And this is where you come in, because, whether you like it or not, you're stuck in the maze and the only way to get out is via an exit at the far end. *Xybots* could have been boring, but some nice features have been added which turns this into an addictive game requiring some skill to beat it.

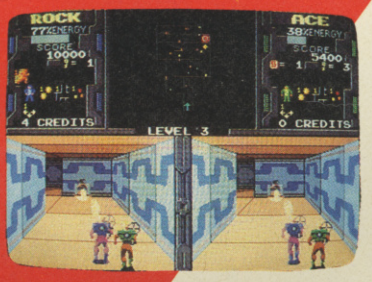
The game is played on a split screen, the bottom half of which is divided to provide two playing areas, one for you and a partner – and though you can play singly, it's more fun with two. The top half of the screen is divided into three with two status boxes for each player and in the middle a map of the current maze. The perspective when looking down a corridor is fantastic. Using the joystick you can change the viewpoint of the maze to the four compass points, each time viewing the area from a new direction. And, of course, that way

ACTION



Money must also be picked up for use in the interim levels of the game. Again, the coins are carried by Xybots and are a vital part in the strategy of the game. Only if you have collected enough cash will you be able to buy extras at the end of each level. As you travel to new levels, the size of each maze gets larger and the numbers of Xybots patrolling its corridors increase. You will need to buy extras like a Guard Mapper, Enemy Mapper and Wall Mapper if you are to get through alive. The Guard Mapper puts the position of enemy patrolling guards on the map, the same goes for Enemy Mapper.

If playing with a friend, you can transfer some money to his/her account if one of you is short. That way, when patrolling the corridors you both have an equal chance. When two people are playing, and travelling the same route together, you will be able to see two characters in your section of the screen, that is if you are both



you'll be able to catch a glimpse of any Xybots lurking behind a corner supposedly out of sight.

At the start you'll be traversing the maze blind, with no idea of the numbers of Xybots patrolling the corridors. These tend to pop out firing at you and just as quickly retreat to safety. You have to follow them, catch them in the open and then blast them. Dodging the enemy fire can be difficult if there are several Xybots gunning for you at the same time, however, there are a few bollards dotted around the maze which afford ample cover.

Each time you're hit your energy levels decrease and can only be replenished by picking up energy pods. These are carried by special Xybots but first you must kill them. Some energy pods are stronger and will completely refill your store – these are shown on the map as flashing diamonds, though often they're too far away to do you much good.

looking at the game using the same view angle. Blasting the enemy in tandem is a whole lot quicker than going it alone singly, when there are two characters on the screen, take care when shooting. Hit your friend with a blast of your lasers and his energy will decrease rapidly. This is the first two player game I've come across where the second player can be affected in this way.

While playing I met David Andrews from London who proved to be pretty nifty with the joystick. He owns a Commodore 64 and programmes his own games. David thinks *Xybots* is ace: "Well, it's the best thing that's come out for a long time. It's a really good idea and the fact that you can see two players on the screen at the same time makes it a great game."

David has been playing *Xybots* for three days. That, in my books, makes him a master at the game. He's a lot better than me anyway!

PACMANIA

Pacman, that wonderful ball of fun, is back in an orgy of pill gobbling in Namco's revamped version of the classic game, called *Pacmania*. And the funny thing is that, even after all these years, the game's lost none of its appeal.

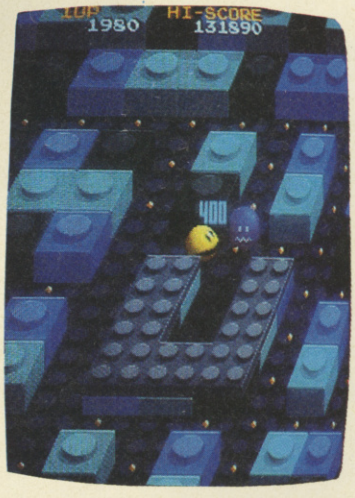
Gorging himself on pills and scaring off ghosts, Pacman will awaken all the old skills as you roll him around the maze. The look of the game has been given a total facelift and dragged into the hi-tech world of the eighties, though the gameplay is still very much the same. The major change is the 3D aspect of each screen, the large scrolling mazes on each level and the huge sprites. Pacman is now an enormous spherical figure sporting a wide grin, and the ghosts – Inky, Blinky and Co. – are revealed in bright new colours.

The first screen looks as if it's been assembled from a lego kit, the maze isn't too large and the ghosts aren't as cunning as in later levels. It's a fairly simple task to whizz round picking up pills and avoiding the nasties. This first level doesn't require much in the way of tactics. Just pick up the odd piece of fruit for bonus points and, by eating large orange energy pills, temporarily put the ghosts out of action.

It's on later levels, when the mazes become tortuous and the ghosts more cunning that you'll need to sort out some sort of strategy before tackling each new screen.

You'll soon spot the changes. Pacman now leap over the ghosts and even change direction in mid-jump. This is vital when four of five ghosts are converging on you from all directions and there's no escape. Also, you can send the ghosts off on a false trail if you do jump and then change direction. The ghost will trundle away leaving you unmolested for a short time.

Eating orange energy pills causes the ghosts to turn blue and flicker. Now is the time to run into them for bonus points. It's really cute, they disappear leaving only a pair of eyes which float off to the ghost pen. There they immediately reform but hopefully you'll be far away and it'll take them a few seconds to find you again. There are only a few orange energy pills on each level and they shouldn't be wasted. The best tactic is to lead



as many ghosts as possible to the pill and then gobble it at the last minute.

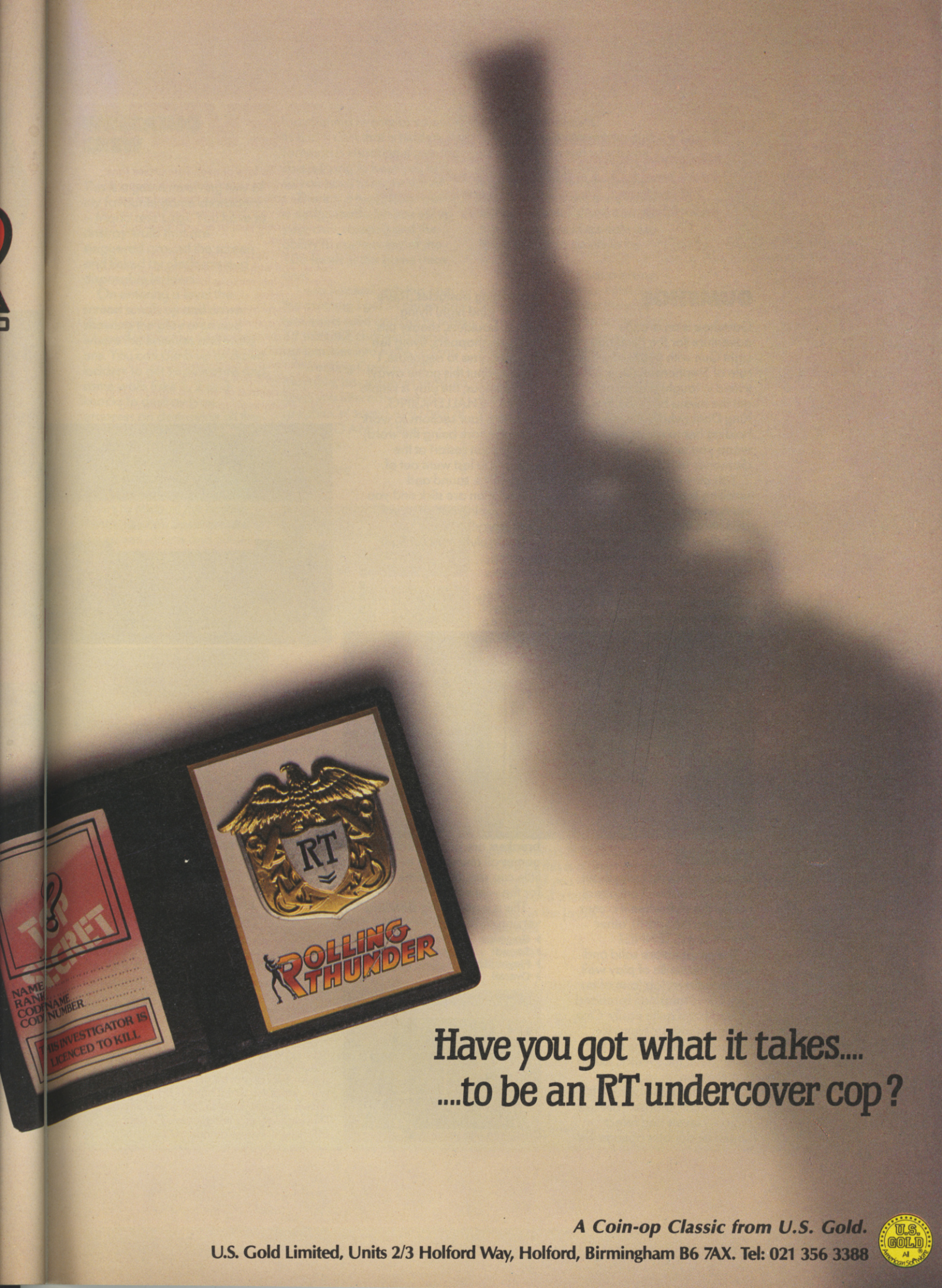
All the ghosts are now in the immediate vicinity and you should be able to kill them in the short time they're vulnerable. Do this and your score will double for each ghost caught.

Other coloured bonus pills lie around the maze which increase your speed for a short time and generally make life easier for you.

Pacmania makes such a change from the run of blast 'em-to-bits and shoot 'em-ups and still retains a high level of addiction.

ROLLING THUNDER

namco



Have you got what it takes.... ....to be an RT undercover cop?

A Coin-op Classic from U.S. Gold.

U.S. Gold Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

MEAN MACHINES

REVIEWS

Tony Takoushi checks out the latest Nintendo smashes, reports on all the hot news and takes a look at your letters.

All that and he still finds time to update your high scores. Take it away, Tony.

GUMSHOE

Gumshoe is an arcade adventure for the Nintendo Light Gun with you taking the role of Stephenson (Doesn't sound v. tough) and trying to get the missus back, but the evil King Dom (who is this man?) is holding her to ransom and wants you to deliver five diamonds as ransom.

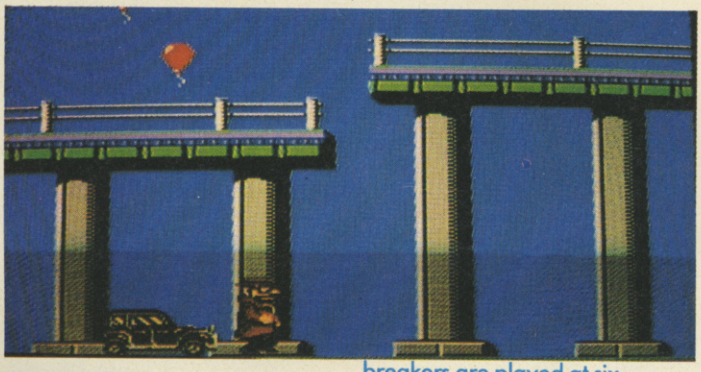
You play against a smooth scrolling backdrop and must move constantly. Your Mac-clad here moves 1 by shooting just below his feet to make him jump onto platforms where he wastes the nasties.

There are absolutely zillions of sections to work through with many different and challenging obstacles. There are low (and high) flying bottles, boulders, sneaky pits, cars, grasshoppers, flying fish and platforms to negotiate. I could not put this game away! It is ridiculous, the play is simple but VERY CHALLENGING. There are four sections to work through (work being the word) and you can restart at the section you last went out of.

Graphics, sound and presentation are slick and you will be missing out on a real GEM (sorry!).

An absolute must for light gunners.

- **Graphics** 7
- **Sound** 8
- **Playability** 8
- **Overall** 8



TENNIS

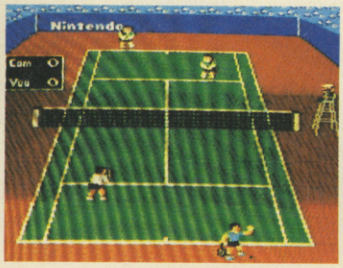
Tennis – What do I say about Tennis (other than I am a real nut for the stuff when it comes to playing the sport!), other than that, it IS TENNIS!

The graphics are solid and convey the sense of play well. You can serve, lob (one of my faves) and smash on forehand or backhand quite easily. One of the biggest problems for many sport sims is the lack of response in the joystick, not so with this one.

The match is the best of three sets, you can choose from five difficulty levels and select singles or doubles options. Tie-breakers are played at six games all and there's even a little cup sequence at the end for the winner.

This is a good bog standard version of Tennis.

- **Graphics** 6
- **Sound** 5
- **Playability** 7
- **Overall** 7

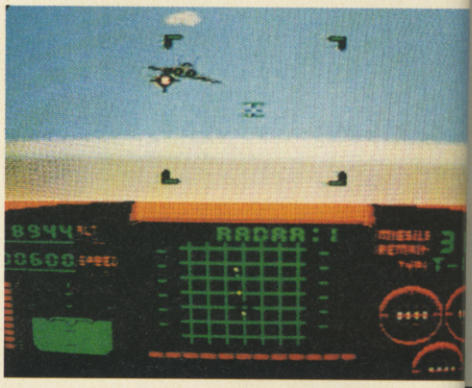


Kelly McGillis fans or even Tom Cruise fans (Hey, we're not sexist!) this is your chance to play the game of the film that made them famous on your Nintendo when *Top Gun* hits the shops next year at around the twenty five pound mark.

As usual I approached a licensed conversion with a little of the cashing-in-on-a-good-film-lets-make-a-lot-of-money out of a game cynicism.

Somebody out there is determined to turn me into an optimist. *Top Gun* is a top rate game, no doubt about it, it was written by Konami and will swamp you with its presentation and action packed format.

It follows the plot of the film – loosely with you at the controls of an F-14 fighter taking on the enemy in air-to-air/air-to-sea and



air-to ground combat. On starting the game you are presented with a really yummy hi-res piccy of your fighter bursting into life on the deck of a carrier, you then have to choose from three different missiles to arm the plane; Hound, Wolf or Tiger. Each missile has its own characteristics and each has a different quantity (Wolf has 20, Tiger has 10 so sharpen your tactical wit).

A map and a message tell you about the mission. There are four of them though level one is purely to get the feel of your fighter with the odd dogfight along the way, level two has you destroying a carrier out at sea (the enemy being destroyers, killer cruisers, shifty subs and planes), level three is a ground defences job (on this level you have to take out the enemy fortress while avoiding or destroying guided missiles and low altitude attack helicopters).

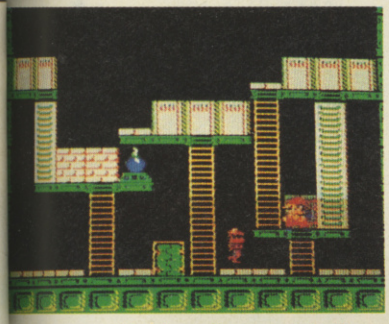
The screen has a cockpit at the bottom showing altitude, speed, fuel, damage guage (from enemy fire), missiles left to fire, artificial horizon and a radar. The radar is absolutely vital as it shows the enemy planes coming at you and the angle to expect attack. The radar also doubles up to show you when a fighter is on your tail (the only way to shake him off is to OUTFLY HIM).

Initially very simple graphics on the cockpit display BUT do not be deceived the airplanes, ships, tanks, missiles, THE LOT are all superbly drawn and silky smooth. The sound and music fit in perfectly and the gameplay is deep, satisfying and pure arcade gold.

WRECKING CREW

This is a game involving two of my favourite game characters – Mario and Luigi. You have to destroy walls that are staggered around the screen and linked by platforms and disposable ladders.

On entering a level the screen scrolls up and down showing the play area and where the enemies and walls are. You can climb up or down ladders to get to platforms and some walls take 1, 2 or 3 knocks to destroy (you progress on destroying all the walls). There is help and hinderance, help comes from strategically placed bombs which destroy all ladders and weakens walls on a level, and doors to mislead the nasties which you can open around the screen, drums and pillars are useful for trapping the enemy but watch out for fireballs, the foreman (this guy is a real pain in the . . .) he follows you around and pushes you just when you DO NOT



need it. The other zombie like creatures are Eggplant Man, Gotchswrench and Gotchawrench Jr.

Loss of life is instantaneous on touching the creatures or fireballs.

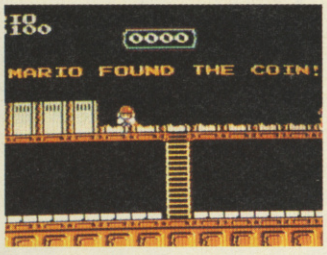
Every four rounds there is a bonus screen, here you have to look behind twenty or so doors to find a coin that is hidden, the foreman is knocking down the doors trying to beat you to it, so you have to move some!

There is a two player option, a design mode (so you set up your own screens) and the ability to start on any of the 100 levels in the game (nice one).

I was hooked with this one, the morning I got it I played for two hours solid and got to level 18 BEFORE changing out of my jammies into some clothes!

Wrecking Crew is VERY playable, has plenty of levels to keep you interested, good graphics 'n' sound AND best of all MARIO AND LUIGI . . .

- Graphics 7
- Sound 7
- Playability 8
- Overall 8



BALLOON FLIGHT

Balloon Fight owes a debt to possibly the looniest game ever dreamt up – Joust by Williams which featured lance-carrying knights who floated around screen on ostriches attempting to prick nasties with their poles.

For Balloon Fight read Joust Mk2. You control a cutie little character with two balloons on his back (more than a touch of Pooyan) and have to flap your way around the screen trying to puncture other jolly nasty characters balloons.

There are platforms placed around the screen which you can use to drop down on the enemy to pop their balloons and then kick them once more to destroy them. If you can do the manoeuvre in a single step there are extra points to be had.

Your character has a strong inertial roll to his movements so timing is all to master the play. Other dangers to watch out for are lightning bolts, a sneaky

but very cute fish that leaps up and grabs you if you fly too low over a lake that appears on certain screens.

There are one or two player options (two player can be team or competition play) and an 'I-can-do-it-if-I-keep-cool' bonus round where you have to capture balloons that travel up the screen out of your tubes across the bottom of the screen.

There is a really GROO-VY Balloon Trip option where you float from right to left across scrolling screens trying to prick every balloon in sight while avoiding the lightning bolts.

The graphics are nothing special and the sound is merely adequate. Nevertheless, the game delivers in its FEEL.

Overall this is a great game for those of you with that urge to surge and a little bit of finesse on the joystick.

- Graphics 5
- Sound 7
- Playability 8
- Overall 8

LETTERS

There still seems to be a fair bit of debate as to which system to buy. There really isn't a clear cut answer to this, both systems are superb. At the moment Sega has a better games catalogue than Nintendo in the UK, worldwide the Nintendo has a far greater software base than the Sega. But in the UK at present there is a shortage of Sega carts (even I have a hard time getting them from Mastertronic!) so it really boils down to what you want and how quickly you want it.

There have been some tasty tips this month too, Scott Lea tells me that when you get ten lives in *Super Marios Bros* you get a 10,000 point bonus and a little crown appears.

Scott has also topped two million on *SMB*. Is this the UK record?

Tim Wilson of W. York has sent in some tips for *Rocky*. He says when fighting Apollo keep punching him in the head and try to get him on the ropes, and when fighting Lang forget about the head and concentrate on his stomach. He is also a *Quartet* fan (my kinda person) and suggests that on round six get the key and return to the surface (via the warp) you will then find yourself on the last screen where the big alien is. To kill him you must destroy him piece by piece starting at the bottom and working your way up.

Special thanks go to Peter Russell of Maida Vale, you write long letters but they are interesting! There are too many points to answer here but it's good to see a dedicated Nintendo man, incidentally, the Sega has a Z80 processor, 64K of RAM, 128K of ROM, 128K video RAM, 64 colours, screen resolution of 256x192 (in 16 colours), 256 sprites (each sprite being 8x8 pixels in size), three voice and four octave sound chip and can handle cards of 64K and cartridges of 128K and 256K

Keep those letters coming. I really do enjoy reading them and I will try to get as many answered as possible (honest!).

MEAN MACHINES – HIGHSCORES

NINTENDO

SUPER MARIO BROS	2,765,150	SCOTT LEA
● ICE CLIMBER	43,160	GARRY NORRIS
● DUCK HUNT	377,100	GARRY NORRIS
● PINBALL	68140	GARRY NORRIS
● KUNG FU	365,200	MICHAEL DALY

SEGA

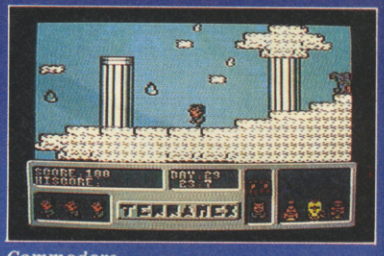
● SPACE HARRIER	13,800,000	JEFF MINTER
● OUTRUN	28,751,480	PETER RAMDINE
● CHOPLIFTER	1,333,000	KEVIN GRIFFITHS
● HANG ON	1,156,000	ADRIAN GREEN
● BLACK BELT	284,300	GARRY NORRIS
● SECRET COMMAND	168,500	GARRY NORRIS
● TRANSBOT	243,440	ADRIAN GREEN
● QUARTET	173,300	TIM WILSON
● PRO-WRESTLING	553,400	CHRISTIAN ALEXANDROU

"GRAND SLAM"

TERRA

THE CARTOON AN

Spectrum



Commodore

Amstrad

ADDICTIVE, COMPELLING AND SPICED WITH ENDLESS HOURS OF ZANY HUMOUR, BRILLIANT GRAPHICS AND ANIMATION.

CAN YOU AFFORD TO BE WITHOUT THIS GAME?

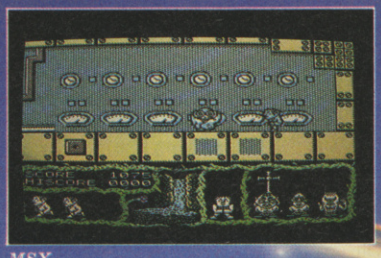
Become one of the world's five reputable explorers and experience the dangers of a hazardous journey to find Professor Eyestrain and deflect the meteor to which only he has the solution.

ENTERTAINMENTS PRESENTS

AMEX

ANIMATION GAME

Atari ST



MSX

AVAILABLE ON: SPECTRUM; AMSTRAD; MSX Cassette £8.95. COMMODORE Cassette £9.95; Disk £14.95. ATARI ST; AMIGA £19.95. AMSTRAD CPC Disk £13.95.

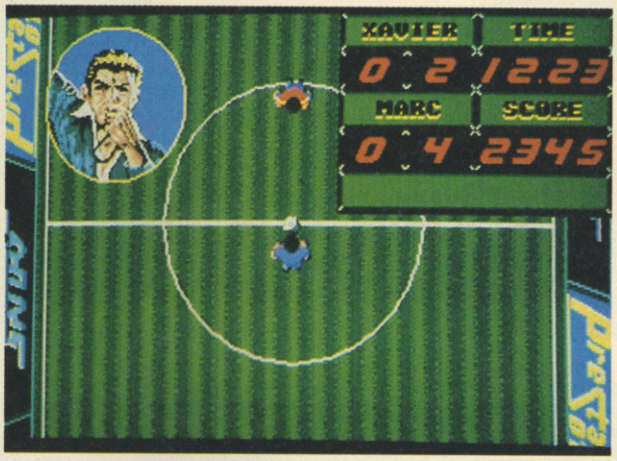
Grand Slam Entertainments Ltd., Victory House, Leicester Place, London. WC2H 7NB. Telephone: 01-439 0666

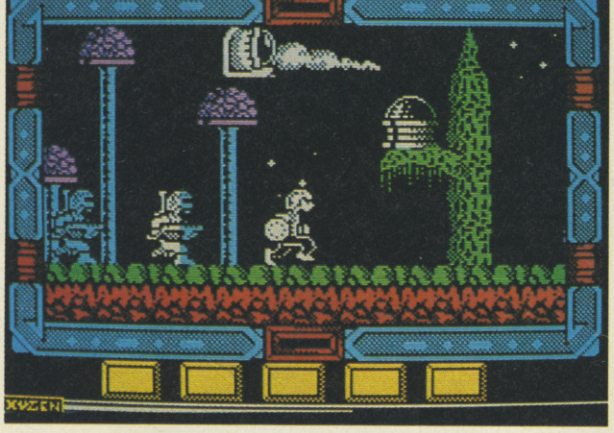
Street Scene.....

This is *Hotball*, a football simulation on the Atari ST and Amiga from the French software house, Satory.

The game is viewed from above and you play in an enclosed area where the use of the wall will help you get past your opposition. You can dribble with both feet, pass to the wing, shoot and score.

A referee will blow for half time, full time, fouls and goals. You can play for a six, eight or ten minute game. A pull down menu will remind you of the score and the time left to play.





Northstar is an Earth-orbit space station built to hold thousands of people engaged in producing food for a famine-ravaged planet. But something has gone wrong. Messages from Earth have gone unanswered. You have been selected to investigate. On arrival at the station you find no human survivors and the place over-run by aliens.

Your mission involves killing off the aliens and reactivating the life-support system.

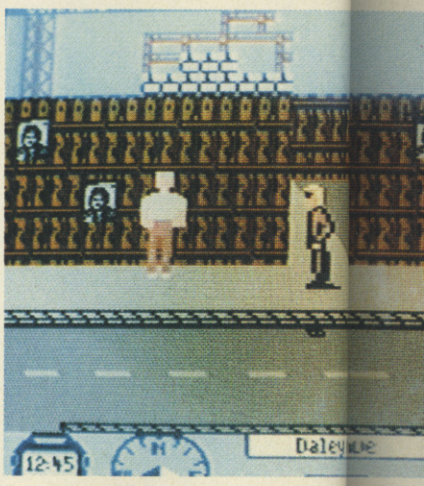
Northstar will soon be out on the Spectrum (£7.99), Amstrad and Commodore (£9.99/£14.99) and Atari ST (£19.99).

Expect Piranha's *Roy of the Rovers* game to kick off in late January on the CBM 64 and in early February on Spectrum and Amstrad.

The game is in two parts, the first a sort of arcade adventure and the second a football simulation.

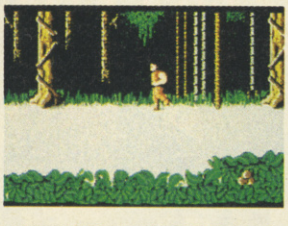
Disaster has hit the famed Melchester Rovers! They are under threat of being bought and bulldozed by city property ground developer ex-Colonel Ballstaff.

Roy Race, player manager, and full-time hero has arranged a celebrity five-a-side football match in a bid to save the club, but with only hours to go his



Following the ever so muscular Dolph Lundgren as He-Man from *Masters of the Universe*, comes the equally impressive figure of Arnold Schwartzenegger in *Predator*. And these are preview shots of Activision's game of the film.

Arnie plays a soldier sent into the jungle to rescue hostages. But in the end he ends up being stalked by an alien who has come to earth for a hunting trip. The film is great fun – if a little gory. Judgement on the game will have to wait.

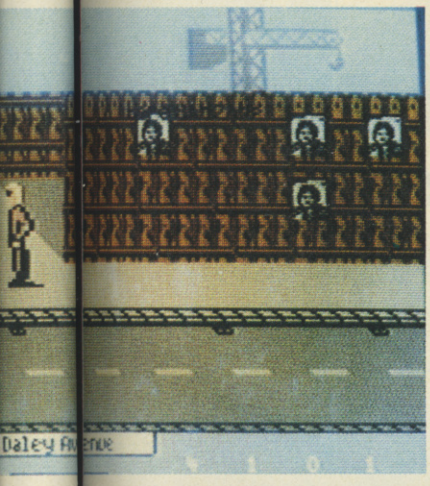


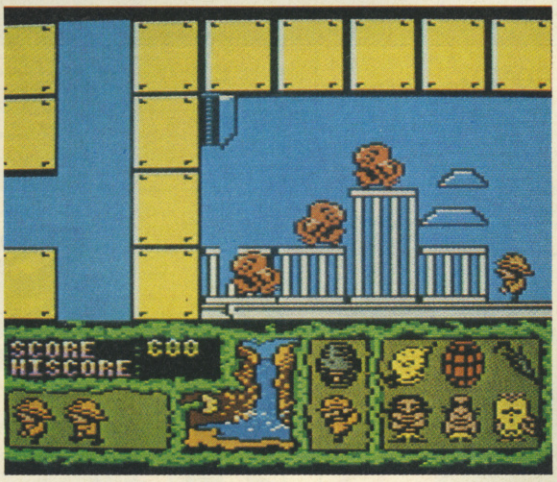
Gremlin Graphics is hoping to repeat the success of *The Way of the Tiger* with *Blood Valley*, another adaptation of a Duelmaster series fighting fantasy book by Mark Smith and Jamie Thompson.

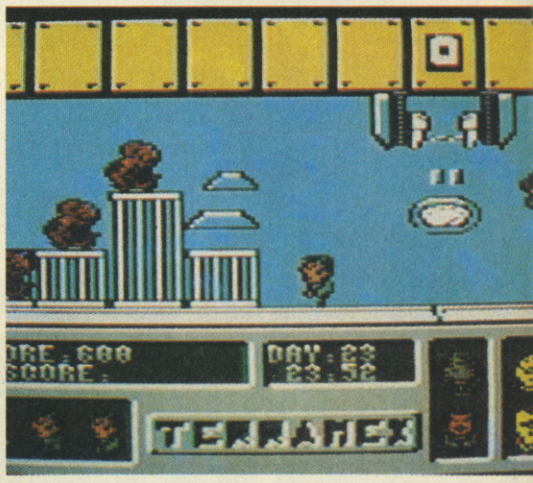
team has been kidnapped. Roy needs to rescue his players to win the planned match and save the club. How will the game go for Melchester if Roy only finds three players . . . two players . . . one player or if he has to face the opposition alone?

In the first part of the game you guide Roy through the streets, houses and buildings of Melchester in a desperate race against time to find the team. In the second part, you play the five-a-side match with any players you've rescued to see whether you can win, and save the club.

Cassette versions will cost £9.95 and on disk £14.95.







There seems to be a distinct improvement in quality of the games coming out of the Argus stable of lables – witness *The Hunt for Red October* and now *Terramex* from Quicksilva.

Terramex is an arcade adventure involving the search for Dr Albert Eyestrain who predicted a giant asteroid was on course to destroy the earth. Everybody laughed and sneered so the good doctor disappeared in a huff. But now his prediction has come to pass. The asteroid has almost arrived and the search is on to find Eyestrain to help avert this catastrophe. But once found, he has to be convinced that humanity is worth saving.

The player has a choice of five nationalities to control to track him down. It is the standard format using various objects to progress through the game.

Terramex is out on all major formats soon.

It's a story of survival and escape. The evil Archveult has decreed you must be hunted down like an animal. Your survival is only guaranteed if you can escape from the evil of Blood Valley.

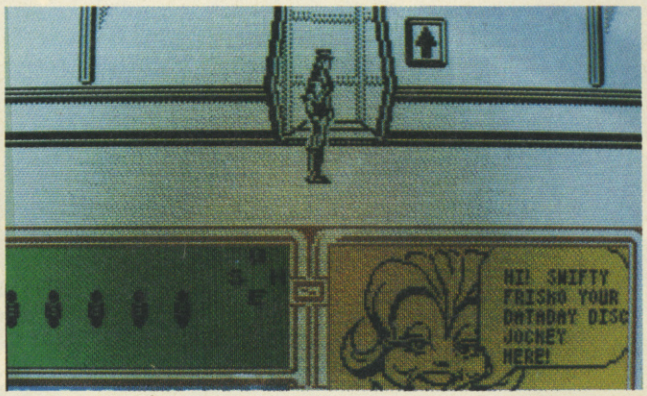
Halo Jones is the next 2000AD comic character to receive the computer game treatment from Piranha. She is a young woman born in the late 50th century on a structure called the Hoop, which houses all of America's unemployed. It has everything except jobs.

The Hoop is full of various dangerous characters: Distant Drummers – a sect who implant music receivers in their skulls which make them placid or violently enraged. Proximen – giant, armless lizards who suffer racial attacks. Ordinary Street Punks – who just cause trouble.

In the game, Halo Jones must venture forth for the monthly supplies. Not only must she survive attacks from the Distant Drummers, Proximen and Punks, other things can happen in this land of boredom and degredation.

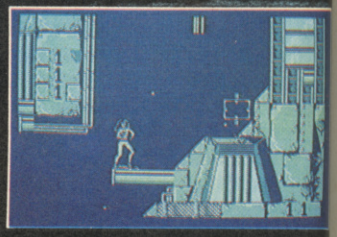
She is armed with a variety of offensive weapons to help you through such disasters – Sputsticks (nausea gas), Zenades (gas causing laid backness) – plus, to warn you of problems coming your way, Swifty Frisko the dataday disc jockey, gives out a constant stream of advice, news and record intros over the airwaves.

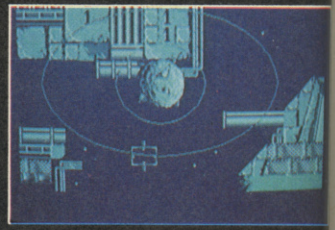
Halo Jones should be released in May.



Lee Enfield is SPACE ACE

And will be available on ATARI ST, PC, CBM64 & SPECTRUM





LEE ENFIELD is invariably to be found slap-bang in the middle of trouble. His unique ability to deal with trouble puts him top of the list when it comes to calling for a man who is never out of his depth.

Even time is no barrier to Lee solving the trickiest of problems, for he is a new hero "A Time Troubleshooter."

He can speed through the third dimension to wherever he's needed, ready to don whichever mantle is required as he challenges evil whenever it appears, hence his title of SPACE ACE.

And so in this, his first appearance on the British computer screen, Lee has had to travel into the 22nd Century to take on Troopers, Snipers and strange galactic monsters in his bold fight against the enemies of Mankind, truly living up to his reputation as SPACE ACE.

The first LEE ENFIELD, TIME TROUBLESHOOTER, program is an actionpacked shoot-em-up, and includes a space guide.

Selected titles are available from all good retailers including WHSMITH Boots

TIME TROUBLE SHOOTER SERIES

INFOGRAMES

INFOGRAMES MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDSX EN1 2RQ TEL 01-364 0123 FAX 01-360 9119

ADVERTISEMENT INDEX

Activision 30, 31, 66, 67
Amstrad Sinclair 10, 11
Argus 128, 129

Boxers Mailout 27
Byrite Software 56

Cascade 24
Castle Computers 34
Charnwood 113
Classified 137

Database 38
D+H Games 84

E+J Sotware 113
Electronic Arts 6, 7
Elite ..... IFC, 3, 113
English 68

Firebird 13, 23

Gremlin 60

Hewson 41
Holmesoft 112
Homesoft 137

Ikthos 92
Infogrammes 86, 132

KJC Games 118

Loriciels 57

Mailsoft 112
Martech 20, 88
Megasave 113
Melbourne House 110
Micromagic 84
Microprose 18, 44, 65
Midland Games Lib 137
Mirrorsoft 49

National Comp Lib 137

Ocean ..... IBC, 14, 15, 29, 50, 51, 94

Prism 121

Satory 73
Shekhana 53
Silica Shop 91
Software Supersavers 72
Superior Software 80

Telegames 133

US Gold ..... OBC, 37, 79, 85, 97, 100, 103, 106, 124, 125

Video Vault 47
Virgin 76

Worldwide 84

TELE-GAMES

Europe's Largest Stock Of Video Games & Cartridges
100s of cartridges for —

CBS COLECO VISION — THE ARCADE QUALITY VIDEO GAME SYSTEM
ATARI 2600
Nintendo
SEGA
INTELLIVISION

SPECIAL PRICE
£59.95* with
2 FREE GAMES —
DONKEY KONG and SMURF

.....STOP PRESS.....
2 NEW COLECO GAMES ARRIVING SOON
* Plus £3.00 P&P

WICO JOYSTICK FOR

£15.95 PLUS £1.00 P&P
Nintendo
IN STOCK NOW
(Trade welcome)

Send for lists (state make of game) to
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE (0533-880445)

If you wish to advertise in our classified section the cost is £16.50 + VAT per single column centimetre.

For further details call

Katherine Lee
01-251 6222 Ex 2479

GET IT BEFORE IT GOES!

Don't let some weirdo buy your copy!

Place a regular order with your newsagent NOW!

Dear Mr Newsagent,
reserve me a copy of
Computer + Video Games.

Name _____

Address _____

_____

MAILBAG

Starting from this month we are offering a super C&VG T Shirt for the Letter of the Month. You don't need to restrict your thoughts to computer games – write in about anything you like that is interesting, fun, rude, annoying, wonderful or just plain daft. Write to Mailbag, C&VG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

THAT'S LIFE?

● As you requested during our telephone conversation this morning I am writing to tell you about the play-by-mail games sent to my 12 year old son by K.J.C. Games.

Both my son and my daughter have been members of a computer club for some time so when he asked if he could reply to a free offer of a computer game I assumed that he meant his club magazine and agreed. In fact, the advertisement appeared in the November issue of Computer and Video Games which he had borrowed from a friend.

However, what arrived horrified me and I enclose a copy of all the material he received with the most offensive items highlighted. In the light of recent events such as the Hungerford disaster and the alleged organised sexual abuse of children in Congleton, and considering the government campaign against drug abuse, I think that this material, inciting children to pay large amounts to commit just such crimes, is frightening. The fact that this is a fantasy rather than reality does not make it potentially any the less dangerous. The most dangerous aspect of this game is that, to be successful, it is necessary to take drugs continuously, and the description of this rule makes it appear that this is not only acceptable, but that it is a desirable condition to aspire to.

I admit that in this case the situation was brought on ourselves. I have checked the issue of Computer and Video Games currently on the shelves, in which the ad. re-appears, and the full-page ad., complete with explicit picture, makes it perfectly clear what is on offer; "gang warfare" by a "drug-crazed gang". In this issue there is also an article on fantasy games featuring a picture of the "It's a Crime" rule booklet. Although the booklet does not suggest that the game is not suitable for young children this is not mentioned in either the advert or the article. Thus, as there is no age limitation and as parental consent is not required, there is nothing to stop any child applying for this "free" offer and receiving this offensive material without parents' knowledge.

I would like to see it made illegal for advertising promotions like these to offer such rubbish to children and would welcome any advice or help you may be able to give.

H. Caroline Forrest
Cheshire.

Editor's reply: Having looked closely at 'It's A Crime' I agree that the advertisement for the game should carry a warning. Editorial mentions of the game in the future will also point out its unsuitability for children.

SUCH AN UGLY MAGAZINE

● Have you lot gone stark raving mad? I mean, do you actually think you are good looking or what? It was bad enough when we had to endure picture after picture of that peroxide plonker, Wayne. But now you have gone too far. Hunk of the Month was the final straw. Those 'orrible white legs nearly made me chuck my Fish Fingers as I made the mistake of flicking through my newly purchased December issue at tea time. I tossed it on the floor. I couldn't help myself, it was a reflex action, a bid to preserve my appetite.

It was much later when I picked the thing up off the floor that I noticed the legs of the kitchen table were more appealing than your Art Editor's pins.

So please C+VG, if you really want to give us some hunks then can I suggest Dolph Lundgren, Kerry Dixon, or James Wilmott Brown from East Enders for starts.

PS What's this new Editor look like? *(Horrible!)*

Sarah Scriven,
Dursley.

TAKOUSHI SUCKS!

● Tony "I've got a mouth and I'm gonna sure as hell use it" Takoushi's comments in his Hot Gossip section have forced me to write in this letter of indignation.

So he thinks the 8-bit computers are doomed? Well I can tell you for nothing that it seems as if he knows absolutely nothing about the majority of Commie 64 or Speccie owners. Most of us are going to get "proper" jobs are gradually, I expect, "grow out" of computer games. At the moment though, we are happy to bung in a copy of *Buggy Boy* and wile away a few boring hours just playing games.

Some owners even confess to actually getting enjoyment out of their puny 8-bit machines by programming them. That is basically as far as home computers go. The majority of teenagers and computer-owners have better, or more sociable things to do. I think Tony doesn't realise that playing on a computer isn't everyone's full-time occupation, like it is his.

I predict that the 8-bit computers will not fizzle out next year or their dedicated magazines (if this were to happen though, it would obviously benefit anyone involved in a magazine like C+VG).

I predict that "us youngsters" will carry on forking out the odd tenner for a game for our 8-bit computers. We won't all go out and sell our machines as scrap metal and buy Amigas or STs. I don't want to sound incredibly corny but money does not grow on trees.

Rahul Joshi
London, NW6

What do you mean "more sociable things to do"?

NO HE DOESN'T

● I have to admit that I have never felt strongly enough about anything to write into *C+VG*. However, all of this changed with the January edition.

Firstly, I am in positive agreement with Wenchin Ng with regard to the possible expansion of the PBM coverage in *C+VG*. I'm sure that I'm not alone in that one of the principal reasons that I buy *C+VG* is for Wayne's unmatched coverage of PBM. It really is about time that Wayne's excellent reporting of the PBM scene was rewarded by an expansion of his column!

Secondly, what's happened to the heavy metal column? Just as the column was shaping up nicely, it disappears! I hope that the column is scheduled for a very speedy return.

Thirdly, Tony Takoushi's "Hot Gossip" column in January made the prediction that all dedicated magazines will go to the wall within the next 15-18 months. Well, you don't have to be a genius to see that his prediction will be fulfilled! With that in mind and from a prudent business aspect you should not neglect coverage of PBM, heavy metal, films, etc in order to remain a "purist" computer mag.

Alan Crump
London N4

Personally – I feel the games scene would be very dull without the likes of Crash, Commodore User, Zzapp, and Sinclair user. My view is that they are all here to stay a lot longer than Mr 'T' thinks.

YES, HE DOES!

● I think that your mag is great, all but for one thing. This being the Mean Machines section. The section is a good thing and warrants more pages, but should not be written by Mr Tony 'I have a big mouth and a blue head' Takoushi. Why oh why does he only write about the Nintendo breeze block? It may be the better selling machine in Japan or the rest of the world, but it isn't in Great Britain. In fact, the Sega Master System has sold twice as many units in the UK.

In the Jan 88 issue of your mag, there is only one thing about the Sega, and that is a high score chart! And, before you say there is no news on this machine, there is at least games to be reviewed. There weren't any reviews for it in the last issue and there are even less in this one.

I have recently bought *Wonderboy*, which is absolutely brilliant but I have also bought *Out Run*, which is a let down and a con for £25. That is a lot of money for me to have wasted and money which could have easily been saved by a review of the game. So come on Mr T, give us loyal readers of your rag some Sega news and reviews to chew or you might as well re-title the section nintendo – The Mean Machine That I Prefer.

Richard Hallam
Bourne End
Bucks

PS. I know it is interesting but news about Japanese versions of Nintendo games is useless, as they use a different cartridge format where as the Sega doesn't.

PPS. I think the Heavy Metal section of your mag is cool.

PPPS. I don't know why I wrote this letter as it won't get printed anyway, and even if if did you won't take any notice.

PPPPS. This took me two hours to write so it better get printed.

PPPPPP. My typewriter ribbon wore out, but I have now been down the stationers and got a new one. How about that for devotion?

PPPPPss. Bring back Mellisa.

Richard Hallam
Bourne End
Bucks

Editor's reply: Isn't it amazing how people think that by saying "I bet you won't print this letter" it will force us to to it! Wrong! we only used it because we left with a little space. Hah! Things could change soon on the Sega front soon. A little bird tells us *After Burner* and *Alien Syndrome* will be out soon. Bet that's excited you.

PS. Our Dep Ed has relatives in Bourne End. Just thought you would like to know, Richard.

THE AXE TO FALL AGAIN

● I've been reading *C+VG* for a good few years now and have always been a fan of your comic strips. But how come that after they become popular you always axe them?

First we had the Bugs, then The Bug Hunters, followed by Lieut Laww and now Shuk and Doode. How long will they last?

John Samuels,
Cookridge,
Leeds.

PS. I think Shuk and Doode are weird.

Editor's reply: Nothing lasts forever, as they say, so when we feel a cartoon strip or set of characters have run their course we feel it's better to stop before they get boring.

Oh, yes, Shuk and Doode also think you're weird as well.

● How long can the mania for converting coin-ops go on? Surely the time has come to call a halt.

Many of the conversions to the home micro have no more than a passing resemblance to the original. For example, US Gold's dismal attempt to capture *Out Run*. Disappointing is not the word.

And now I understand that Activision has got the rights to *After Burner*. Let's face it there's no way it can convert to the home micro. It's only the super cabinet and super sound system that makes the coin-op and there's no way you'll get those on the Spectrum and the rest. The end result is the name without the game.

So my plea to software houses in 1988 is to forget the coin-op conversions which are no-hopers for the home micro and concentrate on new and original concepts.

Will software houses listen to my plea? A penny to a pound they won't.

Andrew Walker, Hounslow.

● Okay, guys, it's own up time. It's no good dodging the issue, beating around the bush, making excuses, or avoiding explanations. I want answers! Who is The Fiend?

I just don't buy all the guff Keith Campbell has been spreading about this so-called mystery man who torments him. And since his so-called controversial views has started appearing in your rag – sorry, mag – I am even more suspicious about him.

I think the Fiend is Keith Campbell writing under another name in a clever attempt to get more money. Come on, admit it.

Steve Taylor,
Turnford,
Herts.

PS. I don't really think Tony Takoushi exists either. Like Father Christmas, the Loch Ness Monster and the Abominable Snowman, I think he is also a myth, a persona conjured up by some warped, twisted and bitter mind at *C+VG*.

Editor's reply: Believe it or not, Steve, The Fiend does exist and he is defintely NOT Keith Campbell. If I knew his name I would shout it to the world. All I know is that he lives – or rather lurks – in Oxfordshire and has a bank account in the name of The Fiend. That's the truth. Tony T a myth! No he really exists as well. Nobody could be that bitter as to invent him.

MAILBAG

MICROSELL

MICROSELLS – It now costs only £5 to advertise in Microsell!

Amiga, Atari ST or £180. Telephone: (0202) 516973 4pm-10pm.

C128, VGC Boxed £120 worth software, Datacassette, Mouse, Blank Tapes, Magazines, only £199. Telephone (021) 783 3737.

SWAP – Amstrad CPC464, Monitor, Disk Drive, Plus Software for Atari 130XE with double density disc drive and software. Telephone: Chris 0883-722066.

VIC 20, 16K Expansion, Tapedecks, Software, introduction to Basic p.t1, Joystick, leads Powerpack. Worth £135. Sell for £55 ono. Phone Daren 0708 752021 after 6.30pm.

COMMODORE C64, Data Cassette, Mouse, Joystick, £250 of software all original, 8 months old boxed as new £190 ono. Tel. after 6pm. on (0934) 516376

SPECTRUM + Data Recorder, Kempston Interface, Quickshot II Joystick, 40 games worth £250. Quick sale £140 ono. Phone (0474) 67216 after 6pm.

COMMODORE 64, C2N Cassette Deck, Modem unused, Programmers reference guide, mags, £350 worth software will sell for £200. Tel. 01-249 2410.

SPECTRUM 48K WITH CURRAH, Speech, fuller sound Amplifier and Joystick Interface. Over £450 of games. Accept £200. Write to:- S. Caley, 5 Woodlands Rd, Astley, Manchester M29 7BH.

SPECTRUM PLUS, Data Recorder, Kempston Joystick Interface, Magazines and over £170 worth of software. Still got 4 months guarantee. Worth over £300. Will sell for £140. Tel:- (0563) 44089 after 4pm.

ATARI 800XL, Atariwriter plus Word Processing, Letter Quality Printer, 1050 Disk Drive, XC12 Tape Recorder, Touch Tablet, £200 of software, books, manuals and boxes, £350. 01-366 5097.

COMMODORE 64, MPS-803 Printer, 1541 Disk Drive, Z CZN Tape Decks, Action Replay MK 3, Back-up Board, 60 cassettes and 120 disks full, loads of games. Only £600 ono. For quick sale. Tel. 0925 38570. (Alan)

COMMODORE 64, Cassette Player, 17 games, over 30 magazines. All for £150! Phone 01-997 1567, ask for Karl.

SPECTRUM 128 PLUS, TWO, Interface One and Microdrive, ten cartridges, Kempston E printer Interface, £300 worth software, Joystick, all for £175. Telephone 0286 870406 eve's + weekends.

SPECTRUM PLUS 48K, Kempston Interface, Wafadrive Data Recorder and over 65 games. Phone 01-470 7824 after 9pm. Only £230.

ATARI 520, STFM + Mouse + Pro Comp Joystick, several games and utilities, 2 months old boxed as new with magazines, all manuals and the Language Disk. worth over £600 sell for £350 ono. Ring Rowly on 0438 356506.

CBM 128, C2N Disk Drive, Printer Plotter, Freeze Frame, 250 games. Sell for £600 ono. Tel. Pontefract 707623.

CBM 128, for sale along with **CBM 1570** Disk Drive, C2N Cassette unit, CBM Communications Modem. All boxed, immaculate condition. Offers, please contact 0686-252238.

CBM 64, (new casing), Cassette Recorder, Joystick + £500 latest software. All in excellent condition. Sell for £200 (includes postage). Phone David 031-332 4618 (after 6pm).

GREAT BARGAIN:- 48K SPECTRUM Joysick Interface, Tape Recorder + Coleco Electronic Baseball game all for £50. Tel: 01-708 4373 between 12pm-6pm. Ask for Tommy.

AMSTRAD CPC6128, (Colour), Joystick, Books, Mags, Software, Assemblers, Compilers, Games, Discs, excellent condition. Six months old. Worth £600. Offers over £400 Tel. Buckley (0244) 545583.

CBM 128 COMPUTER, Data Recorder, books and software £135. CBM 1541 Disk Drive £98, CBM, MPS 803 printer £75. Ring Nick, 0703 464518.

ATARI 400, 48K Computer with Basic Cartridge £28. Atari Touch Tablet £12-50. Atari original disks, mostly adventures. 10 disks £10-50. Ring Nick 0703 464518.

COMMODORE 128, 1570 Disk Drive, Tape Deck, Joystick, Freeze Machine Cartridge. Software CP/M, Easy Script, Accessories etc, Worth: £1,000 sell: £425 ono. Phone Russell Evenings on 01-777 5155.

CBM 64, + Disk Drive + Datasette + Joysticks + Speech Synth + Expert Cartridge and £500+ of software worth £1000+ sell for £300 ono. tel: 0724 783778.

COMMODORE 128, 1541 Disk Drive, MPS 801 Printer, Datasette, Software. £510 Peter Robson, 3A Castle Terrace, Bridge of eir, Renfrewshire PA11 3EY.

48K SPECTRUM PLUS, Light pen (including interface and software), New Quickshot II Joystick. Leads, Tape Recorder boxed. Worth over £360.00 will sell for £250.00 ono. Phone (0322) 28530 after 4pm (ask for Andrew).

COMMODORE 64, 1541 Disk Drive **CN2's Commodore Sound Expander,** Expert Cartage Back-up board. Disks, Joystick, £300 of software + extras'. £600 ono./swap for Amiga + software. Phone 021-748 5104 after 6pm.

ELECTRON, Computer, Quickshot II Turbo Joystck, joystick interface, Data recorder, user guide, intro tape, books magazines, £222 worth of software. Worth £356. Sell for £169 ono. Excellent condition. Ring Nick on (0234) 57471 after 4.30pm.

BARGAIN! SPECTRUM +, Interface, Quickshot II joystick, cassette recorder. Loads of games. Excellent condition, for £85 ono. or swap for Commodore 64 or 128 + recorder, games etc. Tel: 0795-666223.

MICRO DRIVE and **INTERFACE 1** for sale £60 Joystick Interface and joystick £15 phone 251 799 and ask for Nick after 5 o'clock.

COMMODORE 64, Datasette, B/W TV, Joystick, Books, Magazines and £500 worth of software. Total = £800 plus. Bargain at only £275. Braintree 47590.

Bargain for serious enthusiast: **BBC-B Computer,** 40/80 D-Sided disk, Solidisk DFS with 2.0 Disk Rom, Shado Data Recorder, Acorn Speech Chip, Software worth £400. Worth £1000 – sell £400 ono. Without Software £300. Tel: Glen – (0268) 695330 aft. 4pm.

AMSTRAD CPC 464, with Colour Monitor, £260 worth Software. A.M.X. Mouse with A.M.X. Art, Speech Synth complete with software and finally two joysticks. All worth £700. Sensible offers please. Tyneside 2574421.

AMSTRAD CPC 464, + Colour Monitor, dual Joystick Port, Quickshot II Turbo Joystick, Light Pen, Mirage Imager, Books + Magazines; worth over £500, sell for £350 Tel (0788) 813884 Most days (except Fridays) after 7pm or any time weekends.

SPECTRUM 128 + 2, only five months old, still boxed, two Joysticks. £200 worth of games worth £360. Bargain at £200, phone (041) 7765361 after 5pm.

SPECTRUM + 48K, good condition, with over £100 worth of games worth £290, will accept £85 ono. Tel: (0594) 530322 after 7.00pm. Ring me now!

ATARI 800XL, 1050 Disk Drive and XC12 Cassette unit, Touch Tablet & loads of games cost over £450. New will sell for £200 ono. Ring Jason on Bristol (0272) 717794 after 6pm.

C16 for sale, tape recorder, Joystick Interface and 35 top titles. Worth about £170. Sell for just £80!! Excellent condition. Still boxed. Tel: 03616 – 524.

Look here! I would like to buy an **Interface One + Microdrive.** Any offer of interest. Spectrum Users from all over the world! Contact: Jan – Ivar Hansen – Bergli, PB 131, N – 3482 Tofte, Norway.

Come on you pinball Wizards! Fed up with the latest computer editions of your favourite arcade game. I've got the real thing. A full size coin-operated Pinball machine – swap for C64 or 128. Tel: (0634) 253030. Every offer considered.

AMSTRAD CPC 464 for sale, Colour Monitor, 3in Disk Drive, AMX Mouse and Mat, Maxam Assembler Rom, Printer, etc. Worth £1000. Sell for £450 ono. Consider separating Tel: Mark (01) 428-1415.

CBM 64, Data Recorder, will accept highest offer over £110. Tel 0764 2586 and ask for Clarke. Or write: Clarke Colquhoun, Loch Monzievairo, Crieff, Tayside, Scotland.

2 ATARI SYSTEMS FOR SALE! Atari 130XE, 1050 Disk Drive, Books £200 ono. :-Atari 800XL, 1010 Program Recorder, books £90 ono. Tel: Colin 0302 780016 after 6pm.

CBM 128 + 1571 DRIVE, Data Recorder, Joysticks + £350 of Software, Final Cartridge II, Disk Box, Blank Discs, £100+ of Mags. £470 ono. Tel: 043 482559. Eves.

FOR SALE:- 2 × SPECTRUM +2, 2 Joysticks, Interface, Multiface, 30 Original Games, Books, Mags, worth £350 – sell for £185. Call Saday 969-7915 eves.

C64, 2 Cassette Decks, Back-Up Board, Sound Amplifier, Speakers, Software, Books and Mags. Carrying Case + Joystick – all worth £500 sell for £200 ono. Call Justin (0244) 821484 eves.

CBM 128, Datasette, Freeze Frame, Game Killer, Games – Sell for £230 or Swap for Yamaha DX27 or Casio C2100 Synth. Contact Robert Douglas, High Street, Slamannan, Falkirk.

ATARI SYSTEM FOR SALE 800XL enhanced with Omnimon, 1050 happy enhanced drive, 1029 Printer, Books. £300 ono. Tel: Colin 0302-780016 after 6pm (may split).

CBM 64, C2N + 2 Quickshot II Joysticks, 1541 Disk Drive, Dot Matrix Printer, Freeze Frame 3B, Dustcovers, Mags, Books, £1000 worth of Software. Worth £1500 sell for £700 ono. Tel: John (0279) 723627.

SPECTRUM + 2, Joystick and £50 worth of games. All boxed. Sell for £110 ono. – 0932 242316.

CBS COLECO VISION SYSTEM with Sega turbo unit. Roller Controller, Atariadapter, 2 paddles, 4 joysticks. Takes Atari and CBS Cartridges. Assortment of 42 games. £120 ono. 01-360 4684 eves.

BBC-B. ISSUE 7. Solidisk ADFS and Pace 40/80 Track. Double Sided, Double Density Disk Drive Rom/ Ram Board with an extra 32K and 7 Roms + lots more. Bargain £550. Ono. Will deliver. (0702) 77048.

FOR SALE – CBM 64, Tape Recorder, 344 original Tapes, Joystick, Books, £300. Tel- 656 4802. Ask for Roy. will not split.

ATARI ST BITS. The anatomy of the Atari ST. and Atari ST machine Language. Both by 1st Publishing, both hard cover £8 each. Metacorrica Assembler £20. All original. Tel: Richard on 028487 547.

COMMODORE 64, cassette recorder, disk drive, MPS 803 printer, word processor, joysticks, paddles + more. Worth £1800, bargain at £449 ono. Ring Ian on 01-302 3169.

BARGAIN! Shop soiled Commodore + 4/ 64k. Datacassette 1531, joystick, interface, CBM powerpack, games, manuals. Telephone Mr Breward for details: 0533 677960.

ATARI 1050 disk drive. Good as new with all manuals + more £95 Atari 1029 printer with all manuals, spare ribbons, Atari writer plus. £100. Tel: 0276 25769.

COMMODORE 64, C2N tape deck, joystick, paddles, games, new powerpack, slimline keyboard. Sell for £195. Telephone Royston (0763) 46068.

C128 (BOXED), 1541 with 'disk demon', parallel operating system, datacassettes, sound sampler, lightpen, joysticks, mouse, freeze machine, Expert + ESM. Sell for £550 ono. Tel: Chichester (0243) 774767.

FOR SALE –Amstrad soft 968 firmware guide, suitable for 464/ 664/6128. Vital for machine code work. Explaining all ROM routines in your Amstrad. (£20 new) sell £10. Tel: 0206 30 4956 eves.

WANTED CBS Colecovision with large collection of games. Also wanted Atari 2600 with large collection of games. Tel: Bromsgrove (0527) 32230.

COMMODORE 64 + 1541 disk drive, freeze frame, MR3B + more. For sale: £450 ono. Contact Graham on 0530 414500.

FOR SALE CBM64 with music maker, joysticks, books & mags, £200 worth games. Worth £400 sell for £200. Write to Mr Holmes, 22 Wyre Street, Mossley, A-U-L, Lancs, OL5 0EU.

NATIONAL COMPUTER LIBRARY

ENQUIRIES WELCOME ON PERIPHERALS AND HARDWARE SALES AT LOW COMPETITIVE PRICES

Hire Software Before You Buy It

ATARI ST TITLES NOW AVAILABLE

- NOW UNDER new management
- OVER 8,000 different titles available for hire for the COMMODORE, SPECTRUM, ELECTRON, BBC, AMSTRAD all models, ATARI, and MSX computers, **ATARI ST,** and now **CBM AMIGA.**
- ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
- HIRE PRICES from only £1.00 INC. P&P.
- 20% DISCOUNT off all purchase software.
- LIFE MEMBERSHIP £6.00. Hire your first title FOC.
- FREE CATALOGUE.
- FAST RETURN OF POST SERVICE (if reserves are given).
- ALL GAMES manufactured ORIGINALS with full documentation.
- LARGE DISCOUNTS ON ALL PURCHASES for members.
- UP TO 65% OFF software, regular sales lists sent to all members.
- Full computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with experienced staff who know what the word service means.
- NOW IBM SOFTWARE FOR SALE.

Send large S.A.E. now for free catalogue.

NATIONAL COMPUTER LIBRARY

1 Walkers Road, North Moons Moat, Redditch 139B 9HE 0527 510072

CVG

NAME .....

ADDRESS .....

.....

.....

COMPUTER MODEL .....

ATARI ST OWNERS

Why not complement the greatest home computer on the market by obtaining membership with the **MIDLAND GAMES LIBRARY.** ***The greatest, biggest and best Atari Club on the market.***

APPROX 800 ST TITLES NOW IN STOCK

Games, Business, Education and utilities.

MIDLAND GAMES LIBRARY: The company who over 5 years ago first conceived the idea of a software library.

FOR SALE: HUGE STOCK CLEARANCE OF ATARI XL/XE CASSETTES. Hundreds to clear, all originals, please write in for list and prices.

Often purchasing popular programs in multiples of five or six to give all our members a fair chance. Always adding approximately 40 new programs monthly.

Many very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.

A fast efficient and friendly service operating a computerised custom built system to keep track of all your records. Requests are attended to immediately, virtually assuring you a 24 hour return of service. Regular newsletters and program updates. Plus other inter-club activities.

SEND LARGE S.A.E. TO:

MIDLAND GAMES LIBRARY
48 READWAY, BISHOPS CLEEVE, CHELTENHAM, GLOS.
Tel: 0242-67-4960 9.30-4.30

All our programs are originals with full documentation

PHONE 0772 ..... 452 414

HOMESOFT

AMIGA A500 £469.99

DISCOUNT SOFTWARE & HARDWARE RETAILERS

ATARI 520stfm £266.99

Games from £1.85 (tape) £4.85 (disk) All Machines Joysticks from only £4.29. 5.25 ds/dd disks £4.99 (10) 3.5 ds/dd £9.38 per 10. Diskdrives from £147.99. All computers and drives come with free software. Printers from £144.95. c15 blank tapes £1.65 (5) Commodore c64 £129.95. Disk box 50 capacity £7.75. Phone for fax pac today.

Computer Software Exchange

Have the games you've stopped playing gathered dust? Then why not swap them through CSE.
For the AMSTRAD CPC. COMMODORE 64 and SEGA Card and Cartridge games.

For FREE membership and Quarterly Club magazine send SAE to:

C.S.E. (C+VG), 27a, DIXON LANE, WORTLY, LEEDS 12, YORKSHIRE

FREE MEMBERSHIP!!

Hire Spectrum, Commodore 64 cassette and disc, Atari XL disc and cassette software.

Send a S.A.E. for FREE membership kit to:

SPECTROHIRE SOFTWARE LIBRARY
27 COLVILLE TERRACE
NOTTINGHAM NG1 4HL

ATARI 400/600/800XL/ST AMIGA SOFTWARE

We have all round selection of disks, cassettes and cartridges
FOR HIRE. Apply now and hire your first four games free.
Around 1,500 different original titles. For full details send large stamp addressed envelope or telephone evenings 7pm-10pm or weekends

LOW ATARI PRICES
Atari 520 STFM **£299.90** post free + 15 disks
Antic and Analog magazines available.
Amiga A500 at only **£469.90** p.f.

BEST QUALITY DISKS
Memorex 5¼" S.S./DD Discs 10 for **£11.95** p.f.
Unlabelled 5¼" D.S./DD Discs 10 for **£4.95** p.f.
Top quality unlabelled 3½" double sided disks
10 for **£12.95** 50 for **£54.95**
25 for **£29.95** 100 for **£99.95**

GAMES & SOFTWARE CLUB
DEPT. C+VG, 35 Tilbury Road,
Thorney Close, Sunderland SR3 4PD
Tel: (091) 528 6351

CLASSIFIEDS

UK SOFTWARE EXCHANGE

Swap your used software. Free membership. Huge program base for the Spectrum and Commodore 64.
NOW ALSO FOR THE ATARI ST
Send s.a.e. for fast response and details to:
UK Software Exchange Club (CVG),
15 Tunwell Greave, Sheffield S5 9GB

FREE MEMBERSHIP!!

Hire – CBM64, Spectrum, Amstrad and VIC 20
Software (Top Titles)
Send 2 x 18p stamps for your hire kit
Computersoft (CV), PO Box 28
North PDO,
Nottingham NG5 2EE
(Please state which machine)

WE WOULD LIKE TO WISH ALL OUR CLASSIFIED ADVERTISERS

A PROSPEROUS NEW YEAR

WITH COMPUTER AND VIDEO GAMES

CLASSIFIEDS

MATRIX HIRE

The cheapest way to play them all.
Top games titles for Spectrum, Commodore and Amstrad. Please state system.

Details from:

Matrix Leisure Club (Department CVG) 271 Stanstead Road, Bishop's Stortford, Herts CM23 2BT

HOME BUSINESS PLAN

STOP PLAYING GAMES!
MAKE MONEY WITH YOUR HOME MICRO.
WHY NOT TRY THE HOME BUSINESS PLAN?

FOR DETAILS SAE TO:
HBP (C+VG1) FELTON PARK
MORPETH, NORTHUMBERLAND NE65 9HN

Hot Gossip

By Tony Takoushi

Loud and proud and ready to shock. Yes, C+VG's very own Mr T – Tony Takoushi – is back to rant and rave about computer games. Love or hate him, just read him.

Those of you who have been whipped up into a frenzy over the lack of platform arcade adventures for the Amiga can now calm down as there is a respectable offering in the guise of *Dark Castle*. It runs on a standard Amiga and is being released in the UK by Mirrorsoft.

The scenario is familiar, you have to work your way through various scenes racking up score and bonus for each scene completed and lives left (not fogetting to collect keys along the way). The place is a castle and the play is a mish-mash of *Pitfall, Jumpman* and *Miner 2049'er*.

The game is well presented, with a swish title page of an eerie castle in the distance with flashes of thunder and digitised organ music, very spooky! You can then select from an options page, difficulty level (beginner/intermediate/advanced), demo of the game (I suggest you see this), info on game play and characters and Play to start the game.

There is also a choice of keyboard or joystick control.

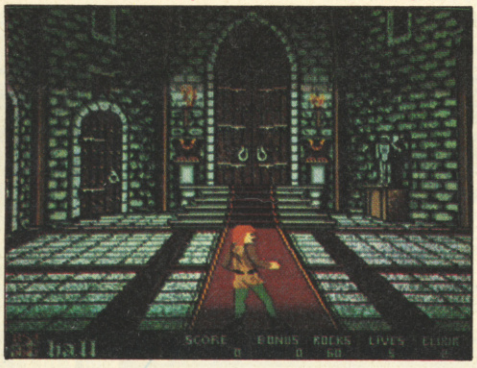
You start off in a great hallway with three doors in front of you, you choose your door with the mouse and your character runs over to the door and leaps inside. Now into the game! There are dozens of screens to work through, some need careful thought, others are more gut reaction and intuition. The enemy takes the form of bats, vultures, mutants (yuk), rats, dragons, gargoyles, guards, burning eye, rock henchmen and whip henchmen – these guys are into whipping and clobbering YOU with rocks and whips. Contact with any of these is fatal and you lose a life. The exception to the rule is if you have elixirs, these can be collected along the way and can protect you from their fearsome attacks.

To balance matters you can use a mace (wicked but tasty on the eye), shield, ladders, ropes and stairs to get around each screen. The most useful weapon being your rocks you get a supply at the start of each screen and this depletes as you lob them around (you control the angle by lifting his arm to the desired point), bonus rocks can be collected around the screen (but you do have to get to them!).

The game uses a lot of digitised speech and spot effects, grunts and groans from you when attacked or stunned, mice and bats squeaking and screeching(?). The graphics I found disappointing, they are crude by Amiga standards and if a little more time had gone into them the game would have reeked of quality.

The gameplay is fast – a little TOO fast in places – and you quickly have to learn where the bats and mice are on entering a new scene. Also timing leaps is crucial (you have three types of leap standing/running and downward). There is no lack of variety with moving platforms, ropes, ladders and guards to negotiate (these are the easy bits!?).

At the end of the day it is a good product that will entertain and if you bear with the initial frustrations of cussing the joystick control it is challenging.



With the coming of the new 16-bit machines we have been spoilt with the large memories they have. Increasingly they are being used for digitised sound effects and digitised pictures.

Great, no problem, new technology, new challenges, new presentation.

I enjoy great sound. If used effectively AND appropriately, the sound really adds to a game. But just recently a lot of games use them all over the place and they end up giving me a headache instead of making me throb with pleasure.

To illustrate the point just look at *Barbarian* on the Amiga, the title sequence and the grunts and groans in the game are THE best combinations I have encountered to date. They work with the game they do not try to swamp it.

***Road Wars* from Mastertronic also demonstrates that digitised piccys can work to enhance a game and not just be a gimmick. They actively contribute to the feel of the theme and play of the game because they were designed for the game and not the other way around.**

At the moment I feel all that lovely, lovely memory is regarded as a novelty and it is a question of 'what can we fit in it.'

All you ST and Amiga owners will have thrilled (as I have) to the *boom booms* in many of the games, but aren't you getting tired of it again and again?

Software houses step back and take an objective look at your products.

Enhance the game, don't swamp it . . .

PLATOON

The first casualty of war is innocence.

SPECTRUM
COMMODORE AMSTRAD
£9-95

SPECTRUM
COMMODORE AMSTRAD
£14-95
DISK

ocean

© 1986 Hemdale Film Corporation.
All Rights Reserved.

A computer product from Ocean. ®

Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G

You're cool, the engine's hot, the girl's gorgeous, a tank full of gas and an open road.... the rest is up to you..!

Screenshot from Amstrad version.

Out Run™

Screenshot from CBM 64/128 version.

START

Screenshot from Spectrum version.

Screenshot from Atari ST version.

"The Biggest Selling Computer Game in 1987 is still tearing up the streets in 1988"

The ultimate experience in motor sports simulation, the absolute challenge to nerve and reflexes. Feel the wind in your hair and the pull of the G-force as you power your way along the highways and byeways, a girl by your side, and open country before you. Experience the exhilaration and excitement of driving a high performance sports car in this teasing time trial where your co-ordination and nerve will be tested to unbelievable limits. Out Run the coin op starred as an arcade sensation. Out Run the computer simulation mirrors this exciting all action spectacle.

CBM 64/128
CASSETTE £9.99 DISK £11.99
SPECTRUM
CASSETTE £8.99

AMSTRAD
CASSETTE £9.99 DISK £14.99
ATARI ST
DISK £19.99

INCLUDES ORIGINAL 'Sound Track' FROM COIN OP VERSION

The machine becomes a home computer reality on December 10th.*

*Atari ST version will be available later in December.

SEGA®

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

FREE DISK 15

SEE OVERLEAF FOR DETAILS

BUSINESS REPLY SERVICE
Licence No: SN234

The Home Computer Club
SWINDON
SN3 4BR

21

Do you own an Atari ST?

Choose 3 from only £1.75 each plus p&p*

For everyone who owns one of these versatile home computers, the chance to continuously update your software has arrived at last. The Home Computer Club offers members books and software specifically for owners of an Atari ST.

Each item has been carefully chosen to offer the best value and the best quality. All the programs have been checked by our experts to ensure that the operating instructions are clear and easy to follow. You'll save at least 25% – and sometimes up to 50% – on recommended and publishers' prices.

A great new offer!

There couldn't be a better time to join. This is a special new club introductory offer. From all the items illustrated overleaf, choose any three you want. It's up to you! The prices start from as little as £1.75 plus p & p*. If you decide to take the three highest value items, you could save £80 on recommended and published prices.

Here's what you do

If you own an Atari ST, fill in the coupon and return the Order Card. (No postage stamp is necessary). You will then receive the items you have chosen at the special introductory prices (plus p & p*) together with your first copy of the FREE Home Computer Club Magazine – Program.

Here's what you get

Approximately every 8 weeks you will receive the free club magazine, Program, which contains clear and helpful descriptions of all the books and software offered. Items will be specially chosen from the finest books and software available today and will include a wide range of subjects for the beginner to the advanced programmer, all at savings of 25% to 50%.

Your only commitment is to take one item approximately every 8 weeks of your membership. The minimum length of your membership is just one year.

THE HOME COMPUTER CLUB, SWINDON SN3 4BR.

Send the coupon now and join this exciting new software club.

Just some of the many titles on offer over the next few months.

New for Atari ST owners

Choose 3 items from only £1.75 each plus p&p*

THE HOME COMPUTER CLUB

For Atari ST owners who have a colour monitor or a TV

PLUS FREE DISK

See inside for details

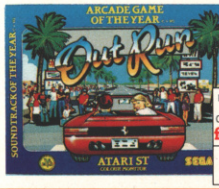
Join The Home Computer Club

Rec. Price £24.95
Offer Price £5.95
1

Rec. Price £19.95
Offer Price £3.45
2

Rec. Price £24.95
Offer Price £4.95
3

Rec. Price £24.95
Offer Price £4.95
4



Rec. Price £19.99
Offer Price £3.45
5

Rec. Price £19.99
Offer Price £1.75
6

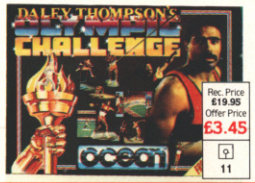
Rec. Price £19.99
Offer Price £2.95
7

Any 3 from only £1.75 each plus p&p*

Rec. Price £19.99
Offer Price £2.95
8

Rec. Price £19.99
Offer Price £3.45
9

Rec. Price £19.95
Offer Price £2.95
10



Rec. Price £19.95
Offer Price £3.45
11

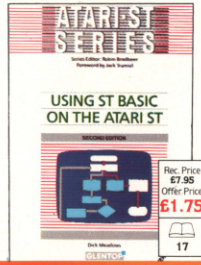
Rec. Price £19.99
Offer Price £2.95
12

Rec. Price £19.95
Offer Price £3.45
13

Rec. Price £19.95
Offer Price £3.45
14

Rec. Price £49.95
Offer Price £9.95
15

Rec. Price £24.95
Offer Price £5.95
16



Rec. Price £7.95
Offer Price £1.75
17

Rec. Price £24.95
Offer Price £7.95
16

Rec. Price £24.95
Offer Price £5.95
19

Rec. Price £19.99
Offer Price £2.95
20

Rec. Price £19.95
Offer Price £2.95
21

Rec. Price £19.95
Offer Price £3.95
22

Rec. Price £19.99
Offer Price £3.45
23

Rec. Price £9.95
Offer Price £1.75
24

Rec. Price £9.95
Offer Price £1.75
25

Rec. Price £9.95
Offer Price £1.75
26

Rec. Price £19.95
Offer Price £2.95
27

You could save £80

EXPLANATION OF SYMBOLS

This symbol means the item on offer is a book

This symbol means the item on offer is a disk

FREE DISK 15

Disk 15 contains 15 super games for your Atari ST all using its facilities to the best advantage.

Remember, it is all part of your special privilege offer when you join The Home Computer Club.

To: The Home Computer Club, Swindon SN3 4BR.

Please accept my application and enrol me as a member of The Home Computer Club. I wish to receive the Program magazine reviewing future items for the Atari ST.

Send me the Introductory items whose numbers I have printed in the boxes provided below.

[ ] [ ] [ ] 28T FREE

Should I decide to keep them I understand you will charge me the Special Offer prices (plus a total of £1.75 towards postage and packing*). However, if I am not completely satisfied I may return them within 10 days of receipt. My membership will then be cancelled and I will owe nothing. As a member I agree to buy at least one item from each Program magazine which I will receive approximately every 8 weeks during my membership. I understand that the minimum length of membership is one year. If after this time I wish to cancel, I will do so by giving one month's notice in writing. All software and books are described in advance in the free club magazine and are offered for at least 25% off recommended and published prices (plus postage and packing). I am over 18 years of age. (If you are under 18, membership must be in the name of your parent or guardian. Please obtain their permission).

Mr/Mrs/Miss/Ms BLOCK LETTER

Address

Postcode

Membership of this club limited to one per household. Offer available in the UK only.

8S2AH

SEND NO MONEY NOW **NO STAMP REQUIR**